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THE 1ST EVER GAMEFAN SPORTS ACHIEVEMENT AWARDS



GO AHEAD, PICK A FIGHT!



FENAGE MUTANT NINJA

But be prepared, because Tournament Fighters for Super NES* Sega Genesis and NES* puts a whole new face on fighting games. It's intense, one-on-one fighting that has

every savage street hardened warrior drooling with anticipation. One game, three unique versions!



No matter which format you choose, you're in for a new breed of Turtles fixated on fighting in four different modes. For Super NES fans

35 Turtles | there's 12 unique mutant

ther mau fight action associated associated

there's 12 unique mutant maulers, 12 arenas, adjustable fighting speed for fast fighting action, and spectacular combo assault techniques plus the dreaded Ultimate Attack

Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battlegrounds, adjustable lighting speed and power, instant replay, and mazing arsenals of physical punishment featuring one-of-a kind Ultra Desperation Attack Moves. And He NES game includes 2-Player and Tournament modes, 7 funious fighters and specialized attack techniques.

Hit the streets and pound more than pavement!

Roto Cutters, Dynamite Bombers, Chopper Chukers, Vacuum

Waves, Electric Pile Drivers, you'll feel and inflict them all. If you think you've



already experienced real street fighting, wait 'til Tournament Fighters lets you kick the (CENSORED) out of your enemies. So trash the surfboards, heave the 'za and pick a fight!







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SOFT BANK, HIPPON SUPER!, JODI Andy Fels, Tim, Mary, Kevin, And all of our readers!

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JAME FAN INC.

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Welcome to the Editorial Zone. A place where I, a person crazy enough to make a video game magazine, gets to write whatever I want. So, this month let's talk about the three toed Wallaby, a lovable little mate from down unda... uh, hold on. What was that you guys? I'm a what? OK, OK, I gotcha. Scratch that, Since a lot of people will read this at the CES, I'll talk to you. So, how do you like the show so far? Feet hurt? Have you met with Jay? Did you give him an exclusive and some free stuff? Good, make sure to see Maria (if you can catch her) before you go. She's got some cool stuff to show you and, if you've got a sports game, I'm sure the Talko man's been to see you. I hope you brought some good games to introduce in '94 because your audience is chomping at the bit. The Postmeister's been working overtime reading all their letters. It seems they are ready for change. New play mechanics, more adventure and more interaction seem to be on their minds. If you've got a big license, take your time and make it good-Aladdin set new standards. Action/Platform games are still looming large and, even though you won't believe me, they want more RPG's from Japan. Other than that, my advice would be to take some risks this year. Pass on that big license and do something original-one new creative well programmed title is better than two mediocre sequels. Good luck with everything you do this year and have a great show, maybe I'll see you around. If not, until June...

P.S. To all of our readers, look for some spectacular GF show coverage in our next issue!









HALE MAN HALF MACH

Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant E0-209's and OCP's latest techno-warrior...OTOMO! Relive all the action of the blockbuster film, as you face a

battallon of enemies!









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DIEHARD

GAME FAR

NEXT GENERATION VIDEO GAME MAGAZINE



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All Art By: Terry



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Based on the super-hot NEO-GEO coin-op, Ryo and his friend Robert need all their strength and skills in South Town to rescue Ryo's kidnapped sister. They must battle and defeat the toughest villains ever assembled. All these fighters are big, powerful, strong - each with special skills you'll love to use.

- Huge graphics plus
 - blazing-fast animation Cinematic zoom-ins and
- zoom-outs Big cast of characters -
- 2 heroes and 8 others Dozens of secret moves to discover and master
- effects
- For 1 or 2 players

ST REBATTE!

Now for a limited time, you can purchase Art of Fighting and get 5500 back from Takara. Just buy the game from any retailer, fill out the coupen with your name and address, and mail it along with your receipt and the UPC symbol and it along with your receipt and the UPC symbol for the coupen with your to the coupen with your state of the coupen symbol for the coupen symbo you'd better hurry - this offer expires on January 31, 1994.

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only one rubate coupon gar Art of Fighting game may be in produced whate coupon, store models and CPO symbol must be Country

- TO PREPARE FOR ETERNAL CHAMPIONS. USE STREET FIGHTER II AS YOUR TRAINING WHEELS.



In a full force attack, Blade bumbles Slash in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance,



In the Tournament Mode, Trident pulls a downward flying attack on Midknight. 32 players car compete bere, 20 more than any other fighting game.



Check out Rax doing a few kicks in the practice mode Name another game that lets you hone your skills before hattle. Don't rack your brain, there isn't any



The Battle Room, where the room itself can sap your strength. Here, Jetta does a little sapping of be own with a double-fisted air-dive on Shadow. Hey Johnny Cage, scared you'll get whipped by a gir.

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Guile's butt. Get good enough and you'll discover all the cool Overkills.

Prepare yourself. Because when it comes to pain, it's better to give than receive.







Ecco the Dolphin (Sega CD) Fun with flipper. Pause the game with Ecco facing you then press; right, B, C, B, C, down, C, up. Is that a new menu I









	STANSARD POWE SEGA GENESIS
	*DISHEY'S ALADDIN'
	FR1 eYH, AUGUST 1893
TEL	VINGH CAMES BY BAVID PERSY
	BAM BELLE LEEP ! SSESS.
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· Edi	CHEAT MOSE !) CERABAH MARKET
	ESS THE "START" BUTTON

Aladdin (Genesis) Level Select:

Pause at any time and spell out ABBA, ABBA. A rancid band, but a cool code.

Aladdin (Genesis)

Your wish is David Perry's Command! At the title screen, type in A, C, four times, then B four times and presto! Cheat city!







Dracula X (PC Engine Duo) Special Attack

After rescuing Maria in stage 2, choose her after you die. When you use her you'll be able to perform this special attack: Quickly press Down, Up then Down/Forward + Attack. If done correctly you will be able to project your alter ego.



(Fill in the fighting word of your choice.)

STREET FIGHTER II SPECIAL CHAMPION EDITION. ONLY ON GENESIS.



The Ultimate Fight At Home.
The most popular arcade
game of all time — Capcom's
Street Fighter II Special
Champion Edition is now on
Sega Genesis.



You've Met Your Match. The exclusive Group Battle mode is found only on Genesis. And the Turbo mode gives you the speed you need.





The Best Moves Win.

New moves in this
Special Champion Edition
make the fighting more
exciting than ever.





Kick Some____.

Hit the streets to your nearest store.



One of the highest rated Sega games of all time."

Now You Can Get Grone Codes And Exchanges Street Fighter Information Anytime. Just Call 1:000-650-2583.

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HOCHSPOCUS

Travel With Thy Controller in Hand Tho A Land Where Cheaters Prospe

Sonic CD (Sega CD) More fun with Sonic CD;

At the title screen, press down, down, left, right, then the A button. This will land you in the sound test screen. Now just enter these codes:























To enter a debug mode for either a Normal Game or Time Attack, enter this code (a) and you'll see this screen (b).



NORMAL

Enter the debug code shown above, press Start and begin a normal game. Press the A button to change characters, press the C button to place objects, and press B to play the game.

Enter the debug code shown above, and go to Time Attack. Hit A or C to jump and press B to pass through objects.

This couldn't wait 'til the 21st century.



The "X" generation of Mega Man adventures is here. For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including

the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



"X" uses bis X-Buster to save Zero, the leader of the Maverick Hunters from the evil Vile.



When the robotic amoeba glues "X" to the ground, either he shoots or be's stuck.



"X" destroys an enemy submarine fuel tank and things get extremely explosive.

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More responsive, more colorful, and up to 50 times more powerful than ordinary systems. It's 3DO technology and Panasonic makes the only system that has it.

Strap yourself in; this is no armchair flying game.

You plunge into pursuit, barrel-rolling through the atmosphere at Mach speeds. Pulling up to skim the planetary terrain, you lose your horizon and go into a spin. Earth. Sky. Earth. Sky. Earth. And your stomach just can't catch up. This is a video game you can feel.

This is R-E-A-L.

Introducing the Panasonic R-E-A-L 3DO™ Interactive Multiplayer.™ The most highly evolved integration of audio, video and interactive technology available.

What you're seeing are near 3-D

graphics

Crystal Dynamics Total Eclipse™ gives you the real feeling of flight.

combined with state-of-the-art flight effects. What you're hearing is full, digital CD sound. Definitely cinematic.

Except that you're in control in a world without edges. Fly as far as you want left or right and the program never stops you.

Facts. Up to 50 times more powerful than ordinary PCs and video game systems. With up to 16 million displayable colors for photorealistic picture quality. And a custom multimedia architecture that makes

R-E-A-L so responsive it practically redefines interactivity.

There's a range of 3DO software available; from flight simulators to education, information, sports and children's titles, Plus, R+E-A+L also plays audio and photo CDs and soon, with an optional adapter, full-length movies.

Entertainment, music and more interaction than ever—the Panasonic R+E+A+L 3DO Interactive Multiplayer brings you the future in

To speak directly to the dealer nearest you, call 1-800-REAL-3DO.

one amazing unit. And, ves, it'll fly.

•

3 D O



Panasonic:

just slightly ahead of our time.®



Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing

TOP TEN

- Samurai Showdown (Neo)
- Mortal Kombat (GEN)
- 3 SF 2 Turbo (SNES)
- Aladdin (GEN)
- Sonic CD (SEGA CD)
- Silpheed (SEGA CD)
- Gunstar Heroes (GEN)
- Landstalker (GEN)
- Starfox (SNES)
- SF 2 SE (GEN)

MOST WANTED

- Super SF2 (ANY)
- Mortal Kombat CD (SCD)
- Clay Fighters (SNES)
- 4 Empire Strikes Back (SNES)
 5 NBA Jam
- Tournament Fighters (SNES)
 - Actraiser 2 (SNES)
- 8 Sonic 3 (GEN)
- **Eternal Champions (GEN)**
- 10 Castlevania (GEN)

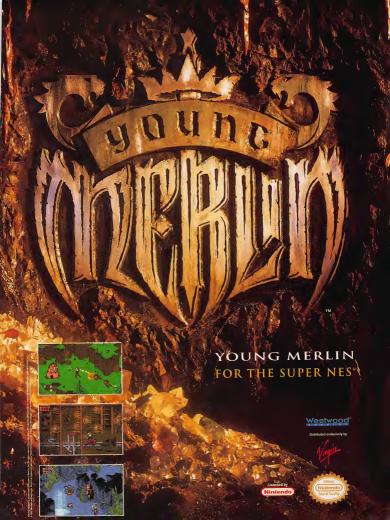
SNES, GENESIS, or GAME GEAR.

econd Prize: Chris Souza of Grass Valley, CA

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.



Honesty is our only excuse!

We want to hear your Viewpoints!

Just write a review 70 words or less on a new release for the SNES, Genesis, Sega CD, Neo Geo or 3DD, and send it in! We'll print one winner per month and send you the Viewpoint game of your choice! ... Be honest!



JEHHEL

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SKID'S PICK



No contest this month-Rabbit Rampage Starring Bugs Bunny. Any game that pays this much attention to detail and is obviously going to have a spot



Since there are no big fightir

games this month, I'll go with the next best thing...Dr. Robotnics Mean Bean Machine This is some of the best headto-head gaming around whether you like puzzle game or not, don't let this one pass You by!



RATED BY:

Machine is not what I expectad...it's fun! This is the first puzzle game that I have ever liked. Robotnic's Henchbots are animated perfectly and the music is some of the

best avar. The 2 player mode is guarantend to cost you countless hours of ep, as the fast music and edge of your seat gameplay keep you wide

MACHINE - SEGA - 8 MEG - 1



gomes, I have always preferred puzzle games that are more elong tha lines of Klax and Chip's Challenge, But Robotnic hae to lose track of a game like this but, after you've played through your A/P's, sports and shoot ers, taka a look at Robotnic...i never thoug could have this much fun watching colo combos. The ultimate party game.

13% The last game to take the offices of Gama Fan by storm this way was SF2. This is a very addictive game. The single player mode is a blast but playing against a foe is a total riot. Easy to play but hard to master, DRMBM gives you a head-to-head competitive feeling similar to SF2, right down to the multi-hit

BRODY

Dr. Robotnik's Mean Bean Machine is freakin' aweso We're talking an extremely cting, fun to play and just genera ly beat the crud out of your opponent type of game. This cart gets you adrenaline going like never be toppling even the puzzle king Tetris The graphics and music are great and once plugged in, there's no denying it. you must play. Mean Bean is a sur prise hit that everyone should own

- 2 PLAYER - SEE REVIEW PG in an effort to cash in on the

recent popularity of gratuitous violence, Time Killers hit the mark and cashed in at the arcades. Even though this is a mediocra fighting game at best, it will no doubt find a home with the Freddy Kruger, Jason and Texas Chainsaw fans and I think that is exactly what the developers intended. For me, it was a dull, pixely experience-first generation all the way.

the main focus. Besides the blood, this is 1st generation at best. Although Time Killers offers more pleyability then any of the old ganre of fighting games, it is really rough and the gore that they are trying to deliver doesn't come across that wall because of the first generation, chunked graphics. This is a rental, nothing more...

This whole gore thing has me bored to tears, especially here where it is

When I saw Time Killers in the arcades, the cheesy graphics (on 32-bit hardware no less!) super-sloppy control and low rent presentation made me laugh so hard, I nearly hurt myself. Fittingly, the Genesis version (a near carbon copy) rivals the state of Wisconsin for leve of cheese. Don't get ma wrong, the gallons of blood and flying body parts are way cool...but there's nothing else. game, there's enough play mechanic and gooey fun to be had.

If you didn't get enough of the goo filled carnage of Mortal Kombat, then Tima Killers In for you. This parent's worst nightmare not only features spewing blood galore but flying appendages as well. Coming close to the arcade version, Time Killers features eight characters plenty of moves and special weapons. While not the number one fighting

1 PLAYER - SEE REVIEW PG. 48

Zool is a very interesting char acter. I like the way he looks and the way he moves. But he as a little out of place in this cute

Action/Platform titla. Alth-Action/Platform title. Although there is really nothing in Zool that can be called new or different, it is a good game with great graphics and sound and it draws you in right away and has strong enough play mechan-ics to keep you coming back. The Zool character is kind of strange and ha won't soon become an animation classic, but action/platform fans will want to give this one a try.

Zool is a strong European

guard. I usually avoid games that have cutesy candyland levels in it but Zool did have more to give than just a cavity. After you got past the Initial twitchy control of the main character, Zool became enjoyable. LARGE colorful graphics, Mega Man-lika play techniques and decent sound effects are some of the games highlights and some of the levels are just a-MAZE-in.

This popular Amiga title is right at This popular Amiga title is right at home on the Genesia system. Zool is an Action/Platform geme with a distinct Europeen flair. The character can be hard to control (he's kind of a screen) but, once mastered, this geme cen be really fun to play. In fect, this cart rises above others of its type with colorful graphics, techno style music and long well thought out levels. Although not a the top of my list this month, I would rec ommend checking it out.

Lets face it, Sonic CD is a great game. Everyone with a CD will buy it and probably love it. Not knowing e original music is like they may like the too, elthough I will admit that the too, although I will admit that the nes were some of the best I have

Why!, why would anyona changa the music in Sonic CD? When the original version me in for review, the first thing I

I wasn't hare when the original Sonic test version came in ('ve just returned to GF) so had not heard the original music. loved the game when I played although the music didn't strike me s awasome. Later I was able to play the awasome. Later I was one to pro-original and that's when I reall what everyone at GF was freaking about. That was incredible mus Changing it was a mistake. Si doesn't make many, but no one is





has been full 133 white to put get when yet comtained that I finds it was a support of the put get when yet comtained the support of the put get was a find of the wast at the the coupon's test of indicate video eventual few temperature and the support of the 10s. Although I'm not a big fan of full motion gamas, this one impressed me. Ground Zero Texas combines. I) the multi-amerasente of Night Tree only with feater loading and better full-motion video, with 2) the shoot-en-up action of Mad Dog McCree but with more procise ontrol. GZI combines all this plus some crack-me-up, "A Team" special FX and cool altern camage... not bad.

Ground Zero Texas falls in this same category as Might Trapp, same category as Might Trapp. The movie. This game features over 110 minutes of clear, quality full motion video, and there's a much higher level of interactivity. The plot is 6 ody fund as you plot the 110 minutes of clear, quality full motion for the company of the company for the came game twice, giving it a high replay factor. Call is a great propagate for the commended. Definitely the best game in its gente.

Affect die Ginken hat, who is a von der Ginken hat is der Ginken fact in the Turke good of a state goes a winner good of a state goes a winner good of a state goes a winner good of a state goes and through an ealting goes. This life common good is striphil (side on 1) good of a state goes good of a state goes good of a state goes good of a state go

705 Who will you turn to when it bode the Chicken? Oh. a. chicken. I get a lice in a licent in the chicken? Oh. a. chicken. I get a chicken? Oh. a. chicken. I did chicken. I chicken? Oh. a. chicken. I did chicken. I did chicken? I chicken? I

Affred the Chicken are target ed towards the younger gamer. I also understand that these gamers are a lot smarter than many people think. These kids grow tired of games with unvertiful, repetitive levels, dinky music and ho-hum graphics. AC gives you all this and less. Wake me when its over.

light gameplay, bright colorful graphics and great sound effects. Although Alfred doesn't offer anything new in terms of originality, the game is solid throughout and is challenging or novice gamers. A good, solid quality effort from Sottware Toolworks.

so Alfred stays out of the deep fryer. EG - 2 PLAYER - SEE REVIEW

for me to like an impossible, imindess shooter you better throw some phenomenal graphics my way, like Smash TV did in the arcades. The micro sprites in TO are just too is Lapenezation for me. The lack of the coin-pg's detail just took the comph way for me. A year or so ago, TO may have had a chance but, with detailed overheads like Fire Power 2000 around, this shooter will still only not exuraters from wy occkel.

"Coppain Sominex Attacke Your Eyelder Socues I had raid trouble leaping the of peopers open through Itsis one. Total Camage can't own come close to the quarty of Smash I'V so any last of this being a sequel, at least on home systems, is laddrous, in addition to the binneries of the left, the game can't be betten by one player, don't one how good you are at thockers. So Total Camage ends up as nothing more than a third of the stroke years on of free nothing had match I'd didn't do better.

way past cool in the arcade and, after playing Smash IV last year, though that a SNES version of Total Carnage would be rad. Yeah, well it would've been in it was programmed by somebody other than Black Pearl. The graphics are OK and gameplay is decent but the intensity of the colinophas been neutered.

down version. By main complaint is the amount of stowdown and flicker just difficulty is also a downside as, usuality, you! wind up more frustrated than challenged. We've come to special time more from THG.

500 Sunzolt has Looney Tools, aduated in in the classic actually part and the classic than actually part actually part actually part and the classic than actually part actu

T - 16 MEG - 1 PLAYER - SI

Industry and the second second

OB Jourdeforce. If you are a dedicated fain of the Looney Toons exists, then you will not not not not make the graphics, arimation and music are functionable under the specific and the peak of the specific and the specific and

stons actually play all the classic in my are-raising episodes straight from and en carbone. The graphics are draw and animated perfectly and the level of the great by the control of the graphics of the gra

IS - 2 PLAYER -

B55 pack in 31, Raten was one to the control of the

In added a count upon to of the rea. While learn strengly accided about the leguer and the pening possibilities in leguer and the pening possibilities in leguer and the pening possibilities in state and pening the repeated and staff. The game is an accede period transaction at the accede game is they sparred (A), hardy a shallenge for the 64-bit cat. As with any new paymen, the Jagare requires a constant frow of me tillness and think balacter was are of these the could be consumed to the country to the country of the country to the country

The Jags off to a great start.
This is a great version of the
areade two player shoot-emup. Raiden is a virtual pixel for pixel of
clone of its coin-op brethern and the
game play reflects this fact. The music
is a little weak in the early levels, but
later on, it gets some serious pumpluluck. Nice asterroids.

80% Raiden, the third release.log the Jaguar, is a perfect arcival oconversion. Although this game doesn't really show of any 64-bit technology, if is an excellent shooke. The graphics are determily conversion to the constant of the const

E - DYNAMIX - CD - 1 PLA

So, you've get your 3DO and you're ready for some great nex you're ready for some great nex generation gaming. You ge me with Stellar and plug it in, wow hose are incredible graphics, aren've, in about 7 minutais you'll disse, in about 7 minutais you'll disse, in the ready of the some street game, bed controller. Now look a creat game, bed controller. Now look a cone awassome graphics and wish i done with the some street game, bed controller. Now look a cone awassome graphic and wish in cone awassome graphics and wish in cone awassome graphics and wish in cone awassome graphics and wish in cone termscript.

Soluter Seven is beiny typical of most of white were gring to see so 500 for the first years PC translation for the first years PC translation for the first years PC translation desired port. Like her PC version, SS is played out in a first words. With 300, the first billing you expect to see is a read-firm 30 emittement with mountains, buildings, etc. but SS may put playing on the, other clicks, etc. had solved to the put play the put played to the put play the put played to the put played to

in due to the restrictive 4-way point in the to the restrictive 4-way point in the first in the

D - 1 PLAYER - SEE REVIEW

like shooting experience with triple the Intensity. This is a seautiful game. However, although yraphically it is far superior, i don't inkin kin it is part together as well as slipheed. It is much nicer to look at such not as much fun to play. The renfered graphics are truly amazing but it seems almost over, produced for the not result. An excellent 3D shooter at asky high rice.

PU. 12U-121

privacy Marry owners out there privacy Marry owners out there because Seavinger 4 is a must buy! The interective, motion video, 20 ervivorement is mind blowing. You can setually no into the video background objects! S4 also features some of the most incredible bosses ever seen in a home video game Paygnosis has produced one of the most excelling shoot-or environments that I have ever seen and the Marry has its best same.

have going for it? An issuesame finto and come beneficially rendered rotating enemy ships and tanks. Where does this game and all short? Gamesplay, control, backved of difficulty. With the advanced Parasonic hardware, lexpect a lof more than this and I'm said to said with my nice, under \$250 carridge systems.

In this is one of the most impretive games I have ever seen
If Secwings 4 doesn't give the
Temperature of a legacy and the seen of the s









You're a mercenary mowing down every diamond-spitting toad and back-flipping lizard freak in your path.



The gold you earn pumps up your character's speed, skill and weapon power.





Around every corner lurks another sleazeball You'll need a partner to watch your butt. Rewith a bad attitude.



Set up crossfires and ambushes, because teamwork is the only way to survive.



Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?



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AND SO A MESSAGE IS SENT





YOU BRING THE LIGHTNING



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missiles, and AFG autocannons

(cent.) amazing feat ever attempted. This is a circus act like no other with thilling stunt and for the feat ever batics that so the feat ever before the Aero the Ae

The circus starts out innocently enough, with Aero
soaring through the air in a
series of aerial somersaults.
This is gold medal stuff, fans.
He flips, zips, hurls and whirls
through the air, as the audience
gapes and gasps in amazement.
"Aero the Acro Bat is a totally
awesome dude," said Rita
Zimmerer, one of the lung girls
who sat in the front roughts
circus befor a little bat
cro's act's based.

6 frequently buzzes the anergy to as he leaps from trapeze to bathed in brillian her fally buzzes the audience brilliant yellow

Spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepa < 8 for 0 ne of his now-fa not spots of or or of the sound far not spots of the second far not spo

Even the other circus performers 500 to watchero. This reporter noted clowns, magicians and even to the operators from the 1a gathered und fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was go na bite it, all right," added anette Hyssong, circus vendor.

eaping from a towering. tering platform, Aero Acro•Bat realized that this more death-defying the One of the platforms w rigged with explosives which threatened not only d super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform, "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

hry ted in darkness as the hysteriously maltion reproduced to safeniury and still manand with a flourish!

but it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This report that had botage the care that the botage the care that the second and anyone it of the second the circus—are dext of the care that the circus—are dext of the care that the circus—are deater of dirty, the care that the care that

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who onstandy shoots him self out of annows like a crazed kamikaze. on teven mentioned tightropeballerious of the serious of the serious of the serious can be serious of the serious o

B ut these battles can't compare to Aero's early struggle toward fame. Auditions



landed
him bit
parts in
low-budget films,
but noth-

could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor

was banis hed from the circus years



ago after endangering the lives of his fellow circus troupe

members. Allegedly, his inno cent pranks and practical jokes took a decided by twisted tum and he enjoyed inflicting pain and suffering on circus per formers and audience members alike. "Ektor was a re ally, really sick little boy " said Alison Quirion, the renowned performing poodle trainer who worked Ekt Juring the early cir-"He started out with ike squirting al stu rs, explod gars, glue ur underwe sort of Next th now. ere's grease and dynamite in ktor hadn't ears. Until demise in mig

with brainwashe members promised and their own dra they bagged the li But Aero the

Tad"S

to the

B ut Aero the Aero a licking and kept or ing. Using strength and using strength and using the licking and licking and kept or ingression and using the licking and usin

dished warped, man," said David Siller, who himself sur-

whed an atta ck by Waldo, the wicked, whipping lion tamer when Aero sw ooped from the air 3rd defily punched the muscular Waldo into a pulp. "It started out as the coolest circus he said, "but then the bodies flying everywhet the fleas from the flea ewere into demolition."

A ero continued to person
for the now-terrified audience even while the sicko
saboteurs tried to slice

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrush ing convoy of Ektor's henchman. And he finished them offe

ish! The audience imished them off inished them off inish

ow, disarring indirects of booby traps on the fairground rides and saving thousands of an the process. In the attime, many circus goers defined the saving the saving to be remined by Evor. "We had at gone down get on candy when this horri-

e, ugly slimeball grabbed is from behind!" relled Tad "Smiley" shime "Je threw

thought we not sure," said and we didn't even get

on candy," he added.
reporter, the climax of
ler the big top"
ree of

to
om
The
liabont, intt makes
Aero to
a fight to
of which is
appalling.

The winner or colossal clash turned out to be (continued)

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I shishkebab on hidden spike

on their feet!

here the amazing acroound himself negotiatdess series of trampoanding far into the ar-

ing force . . . all twoiding becoming a



THE MAKING OF A MEGA-GAME - ALIEN 3 by Nick Jones



HEY, I DID ALL THE WORK!

AT LASTI!! A good excuse to use my portable PCI Since a week after I had shown it off to everyone, it has been lying under my bed gathering dust! I picked it up, wiped off the dust with my hand and the damn key ripped off and flew back under my bed. Beneath the bed, I went courageously fighting my way through endless computer print-outs, smelly socks, rancid coffee cups an un-cashed check (If only!). By the time I found it, what looked like a man eating spider had laid claim to it. So, as far as this diary goes, if there are any missing "U"s, TOUGHI

Alien 3 was to be my greatest challenge yet. After writing cupboard-fulls of Commodore 64 games. I was commissioned in England to produce-QUOTE-"The greatest video game ever" on a machine that I had never seen. For that matter it was to be based on a movie that was but a twinkle in its director's eye...

To pull this feat of programming off, I was going to need some major hired guns. For the best graphics around, who else but the one and only Nick "Map Boy" Bruty (Who has recently completed Aladdin and Terminator CD on the Genesis and Sega CD). It must be said that his career so ared after the first year when some one told him that he didn't need to use "White Out" on the screen. He is really a frustrated programmer at heart and has loads of bug-ridden sprite routines to show off his wonderful graphics (crawl, crawl),

So, off we went to a dark, wet, rainy corner of England, to a dingy castle. Our sole task; to 'CREATE'. Actually, it was quite fun really. The comdors gave us some neat ideas. However, soon the week was over so we had to quickly 'CREATE' some stuff so the guy paying the bills wouldn't freak. Namely, Fergus "Black Belt Karate, Kick Boxing, etc...is great to get programmers to sign on the dotted line" McGovern

When I got back, there it was on my porch; a Super



Famicom. Great name (yawn), I prefer SNES. Ripping apart the box, I revealed my SNES. By far, the best, shinlest console on the market (actually, it was a rotten, matte, dull gray with yucky purple switches). The guys at Lamborghini would have reached for their sick bags! But, I didn't care. Rushing up the stairs, I plugged it in...AHHH! NOOO! They didn't send me a cartridge!!! Rushing back to the box, I pulled out a copy of its pro-

gramming manual. HAI What a joke; a fifteenth eration, ultra-faded, unreadable photocopy that was written in what we 'in da business' term as 'Jap-lish'.
If you've eyer read the manual of a Japanese toaster. you'll know exactly what I mean. On top of all of that, the machine was crammed with so many features and concepts that I was literally overwhelmed by it

My friends came around to check out my Super Famicom, then cleared off home again when they realized I didn't have any games for it.

It was many weeks of struggling-trying things over and over. Before, finally, I came to terms with the hardware enough to be able to start programming the game. Nick Bruty and myself would work through the night designing the look and feel. The SNES lived up to its hype. Nick had more colors than ever before-I had more space than ever before. But I wish I could play a game on it... ARGHH! My most compelling force to get all of it working was the thought of not having to listen to Nick's Blade Runner CD for the two millionth time!

The first ultra-complex tool I had to write contained arti-ficially intelligent, interactive compression. I called it "Toast" as I'm into really meaningful names. It did most of the top secret stuff that makes the magic appear on screen...or maybe its just cuz I like been First, we started creating the Alien corridors with the

floating mist, then the corridors with the air ducts, where the screen fades away near the edges (you can see the aliens crawling around in the shadows). Soon, we added the ability to fire in all directions simultaneous.

ly. Finally, the infamous flame thrower. One of the main problems was that, during the project, Nick regressed into a moon worshipper and, when he WAS actually up in the day time, he would watch TV, go shopping, do ironing-ANYTHING actually to avoid having do to any work! Issuing statements like aroun laving or to any work; issuing statements in "am a creative person, I need my inspiration, Rome wasn't built in a day, bug off, etc., I figured, in order to make sure that he did NY work, we better arrange for him to work at my house. Problems, he has two cars-he invalid bule one is permanently on the operating table and the other amazing, Turbo-V8, 3.5 liter trunk, electric hood, power assisted gas cap, anti-skid seat covers (for those difficult bends), designed by computers, built by robots and wrecked by Nick...so now the train takes the strain. He also has an insatiable appetite for food. My wife used to reach for the frying pan whenever she heard Nick open the front gate. He is on a diet now that the game is finished.

Our only means of escape from the frantic hours of pro-Our only means or escape non me manuc nours of programming (when Nick gets here at a decent hour) is to go water skiing. It does my heart good to see Nick hit the surface of the lake at 30 MPH as he, yet again, failed to negotiate the buoys. Personally, I reckon it's the extra weight of the air tanks and his mask steam-ing up that does it! ing up that does it!

Programming a game like this is not difficult, however sometimes things go wrong. You can get a mysterious Crash Bug, these can evade you for days. It usually turns out to be something totally obvious and so you feel obliged to consume copious amounts of



beer. This works really well. However, as I have been writing games since I was 14, root beer didn't quite do the trick

For all you dedicated game players out there who

haven't been able to complete Alien 3 yet, I'd like to give some inside tips on how to play the game. When dropping down long air ducts, press the jump button to make Ripley fall down even faster. Only use the flame thrower in very short spurts. Red

is the weakest, followed by the green flame and then the ultra-deadly blue flame. However, always pick up the red flame thrower canisters because they last the If walking through a Face-Hugger or Chest-Burster

Zone, it is best to fire grenades along the floor peri-odically to clear the way. If you have no grenades, then get down on your hands and knees and crawl along. taking the aliens out with your pulse rifle. The higher levels of the game are extremely demand

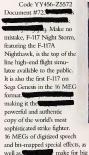
ing and the aliens will sap your energy very quickly. However, there is a simple way to boost your energy Locate the Medic bay on your level, collect all of the energy pods and then leave via the nearest door. Wait outside the door for around two minutes, then re-enter. You should find that the energy pods have reappeared. Likewise, look for all of the ammo pickups To kill the mother aliens that jump from wall to wall

toast 'em with the blue flame throwers or grenades.

I hope you like the game. For my next game, I am interviewing with software publishing companies in the United States. That's where most of my LIMEY friends now live and I could use a tan anyway. I might even be able to stop saying stupid things like 'GOLLY'



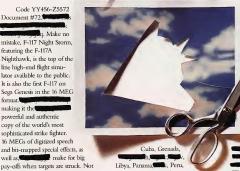
WE WANTED TO EXPLAIN HOW ACCURATE OUR F-117 STEALTH SIMULATOR IS, BUT THE PENTAGON GOT A HOLD OF OUR AD.







Your mission begins at the training grounds in i. Nevada. Further instructions MIG-infested i flashpoints.



and others. F-117 Night Storm even has movie insets that pictorially illustrate the unfolding gameplay. For example, h. There are two modes of play: arcade and campaign (for a career).

which basically means the specs of this simulator are frighteningly realistic. For example, revolutionary infra-red displays and laser targeting. Not to mention t. Your wingspan



Weapons available: GBU-27 Paveway,

AGM-88A HARM, AGM-65E

is 43 ft. 4 inches, overall length

65 ft. 11 inches, body length 55 ft. 1 inch, height 12 ft. 5

inches, wing/body area 1070 sa. ft. Powered by

non-afterburning engines.

Thrust 10,600 lb., bypass ratio

.34:1, weight 1820 lb. Max take-off

por fuel 13,000 lb., weapon load

s. Max mach speed

sea level best max

speed at 35,000 ft.

r, max speed at

Basically, this F-117 flight simulator is loaded down with all the bells and whistles. No ifs, ands, or buts.

> ELECTRONIC ARTS Visit your retailer or call 1-800-245-4525 to order.



As much excitement as you can get from a wall socket without that funny burning smell.

Why just play games, when you can live them? forget those digitized cartons, Sega TroVideo*games use real video footage. Meaning the action in the games is real. So's the rush of adrenaline you get while playing them. These aren't video games as you understand them. They're more like Hollywood movies, only you control the plots. And they have CO quality sound effects and music tracks, adding to the realism. So, when someone screams, it sounds



the-century monsion full of surveillance comeros, trops, shody chorocters and unexpected secrets. It's rumored there's treosure buried somewhere, but no one knows for sure. You control the plot os the mystery of this monsion unrovels.





JOE MONTANA NFL FOOTBALL"-It's gome day and you're calling the oction. You chaose your team unu have access to all 28 teams and stats. You choose your plays-TruVideo" Jae Mantono will help you. And there are four different field views, creating

endless hours of aridiron action.























PRIZE FIGHTER -This interactive movie game is ployed entirely from your point of view. Lond o punch and watch as your opponent reels. Toke a punch, your screen rocks. Toke too mony punches, you're flot on your bock-looking up ot the ref os he gives you the count. Don't forget your mouthpiece becouse this is clossic interactive boxing at its best.





GROUND ZERO, TEXAS™ Aliens disquised os humons ore ready to exterminate the entire humon roce. It's up to you to stop them. Uncover their plot, figure out how to kill them [mon-made weopons only stun them) and onnihilate their forces before it's too lote. But be coreful. Screw up and uou'll be reduced to substamic porticles of rodioactive follout.

like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout.

It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good. WELCOMETOT







BRUTA











Here are some more early shots of Gameteks upcoming carton fighter, Brutal. Last month we received only sides, however this time around we were able to get our hands on an early ROM and feel the characters. This title shows a ton of promise. Each character animates smoothly and the control feels very responsive, even without the final moves in. You can always tell if a game is going to be good early on by looking at the work put into the titles, option screens and the demo's and judging from what we have seen so far this is going to be a great game. Allot of work is going into it, Brutal is also different enough that even if you already own a couple of fighters it is still a must have. The characters actually gain spirit and become better fighters as the game progresses, which is an exclusive feature to this title. The backgrounds in Brutal are very colorful, animated and line-scroll beautifully and, in some you will find the characters moving moothly behind forward objects. Basically everything is here to make another great fighter for the Genesis. Look for more no Brutal as it becomes available.











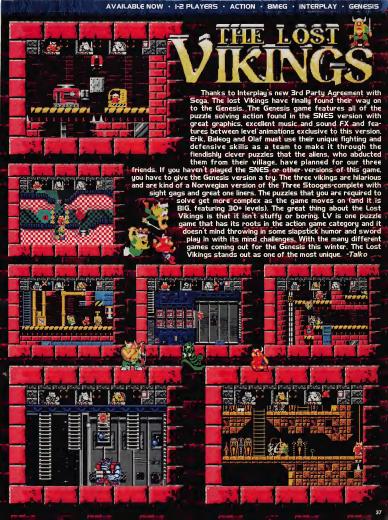






















road. Or you could always
pick up a handy pipe and
bonk him on the melon.
This is a great game.
Skitchin has superb animation,
great scaling, and features
tournament, 2 player alternating, head to head, one player
or two player competitive
modes. And finally, you want
music? I got your music right
here! Skitcin has the best
Heavy Metal soundtrack that I

des. And finally, you want sic? I got your music right re! Skitcin has the best avy Metal soundtrack that I have ever heard. That wraps up the preview, look forward to more on this great new title as soon as EA unwraps the final version.







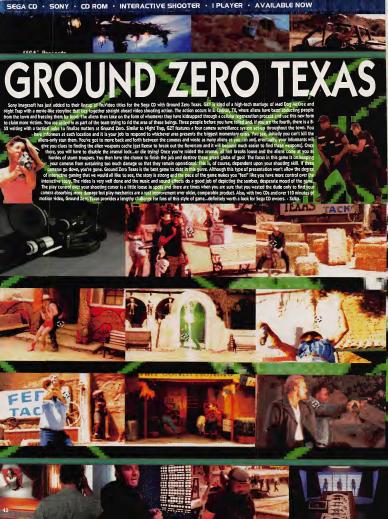


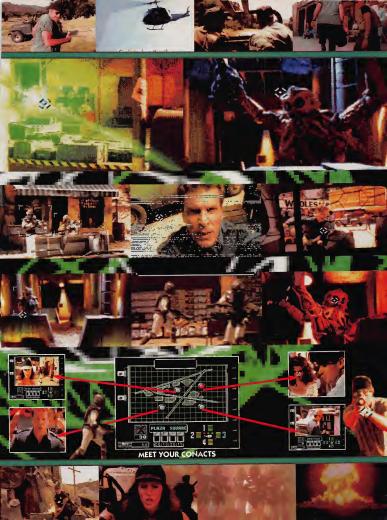




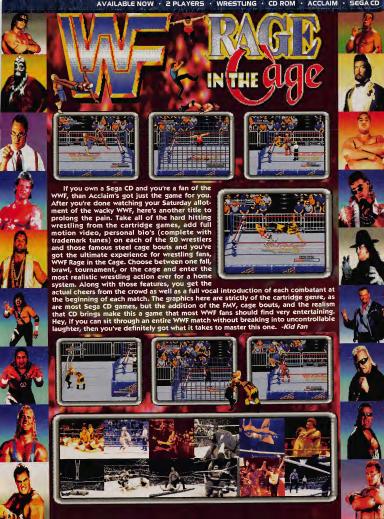




















Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.



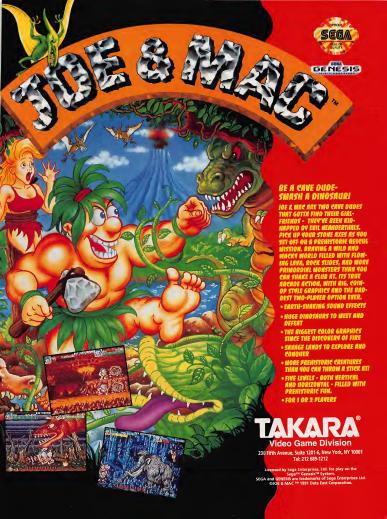
SUNSOFT **

STREET ** A REPORT OF A REPORT

















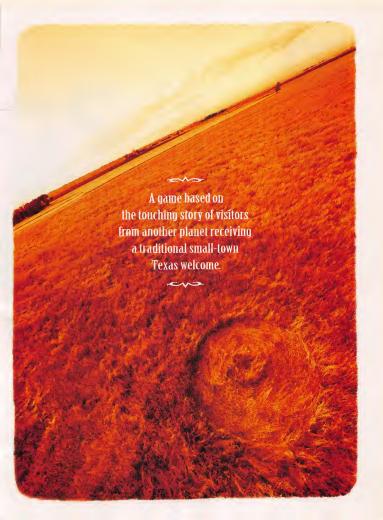














COMMENCE S LEVELS OF EXTRATERRESTRIAL-BASHING. It'S ALL LIVE ACTION WITH LIVE ACTORS. AT LEAST THEY'RE ALIVE



TOWNSPEOPLE FOR FOOD, BLAST
THEM INTO UNCONSCIOUSNESS AND
STEAL THEIR WEAPONS. THAT OUGHT
TO RUIN THEIR APPETITES.



BATTLECAMS ARMED WITH PLASS OISRUPTER PARTICLE BEAMS. MESSY BUT EFFECTIVE.



DIFFERENT PATRONS PULL GUNS ON YOU. (CUSTOMERS OR ALIENS?) THINK FAST—SLOW VISITORS GET LEAD POISONING.



(sure, it's just a game.)



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE HAVE LANDED AND YOUR JOB
IS TO STOP THEM IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S KICK
SOME ALIEN BUTT.) IT WON'T BE EASY. THESE RETICULANS INGEST
HUMAN BODIES WHICH MAKES THEM A LITTLE DIFFICULT TO
SPOT. THEN
YOU'VE GOT HEAVILY ARMED STORMTROOPERS TO FRET ABOUT. THEY ENJOY
BARBECUED RIBS. YOURS.
BUT BEFORE ANY SHOOTING
BEGINS IN TEXAS, WE HAD TO DO A LITTLE SHOOTING
OF OUR OWN—IN HOLLYWOOD. FOR THE FIRST TIME EVER, AN ENTIRE MOVIE WAS SHOT FOR





BLAST INVADING STORM-TROOPERS, ACCURATE TARGETING RECOMMENDED OR SUFFER FROM A FATAL CASE OF LASER BURN.



LUES LEAD YOU TO THE INVADER'S ARSENAL CAREFUL, ACE. ONE WRONG MOVE AND YOU'LL BLOW IT...AND THE WHOLE TOWN!



NEW FIREPOWER LETS YOU SPLATTER GREEN ALIEN GUTS ALL OVER MAIN STREET. (YOU MAY BLOW CHUNKS WHEN YOU SEE THIS.) A REAL BUMMER FOR THE SANITATION OFFARTMENT.



AGENT DISALVO CLUES YOU IN TO THE WHEREABOUTS OF A LASER CANNON. FIND IT, VAPORIZE THE MOTHERSHIP AND SAVE THE HUMAN RACE FROM BECOMING SUSHI.





GAMEFAN'S 2ND ANNUAL:

'93 has come and gone and left a sizeable amount of quality software in its wake. While the Genesis 33 has come and gone and left a sizeable amount of quality software in its wake. While the Genesis saw its besty sery let, with programmers maxing out he hardware, the Super NES saw only one SFX game and not nearly as much breakthrough software as we had anticipated. Nintendo will make its first move at the upcoming CES and then go for the K0 in the fall of 95, with their powerful Project Resifty, Segs, Sony, SRK and Atari will all launch new systems in "94 as well, atthough some will debut first in Japan. The SDO has already hit but whether its a "game" machine or a Swiss Army console has yet to be determined, Yes, 93 was an interesting year, the whole world found us. Morats Kombal thit the news, Sonic hit saturday mornings and companies like AT&T, Matsushita, Wiscom and other monster co's Joined the fray. I think "94 is going to be an interesting into. to '85.-OH'



GUNSTAR HEROE

REET FIGHTER 2 SC

Here's the way we saw it over the past 12 month's. Our vot-ing was done with each GF member seperately to achieve the most accurate results. Sega CD titles are incorporated into the Sega category due to a limited selection of software. Import titles are excluded (an exception was made in Skid's Act/Pltfrm choice due to special circumstances). Congratulations to the winners! Hope to see you here next year.

Skid-Sonic CD (with original

Japanese music)
Sgt. Gamer-Buster's Hidden Treasure
K-Lee-Gunstar Heroes
Kid-Fan-Gunstar Heroes Winner: Gunstar Heroes/Sega

Unanimous decision: Street Fighter 2 SCE/Capcom





Skid-Alien 3 Sqt. Gamer-Flashback K-Lee-Flashback Kid-Fan-Flashback

Winner: Flashback/US Gold Unanimous decision-Final Fight CD/Sega

Unanimous decision-Aladdin/Sega/Virgin/Disney

Skid-Stimpy's Invention Sgt. Gamer- Buster's Hidden Treasure K-Lee- Stimpy's Invention Kid Fan- Stimpy's Invention Winner: Stimpy's Invention/Sega

Skid-Battletoads in

Battlemaniacs
Sgt. Gamer-Tiny Toons
K-Lee-Tiny Toons Kid-Fan-Tiny Toons
Winner: Tiny Toons/Konami

Skid-SF2 TE Sqt. Gamer-Clay Fighter K-Lee-SF2 TE Kid Fan-SF2 TE

Winner: Street Fighter 2 TE/Capcom

Unanimous decision: Star Fox/Nintendo

Skid-Alien 3 Sqt. Gamer-Jurassic Park K-Lee-Alien 3 Kid-Fan-Alien 3 Winner: Alien 3/Acclaim

Unanimous decision-Batman Returns/Konami

Skid-Alien 3

Sqt. Gamer-Batman Returns K-Lee-Batman Returns Kid-Fan-Alien 3

Winner: Alien 3

Skid- Tazmania Sgt. Gamer- Tiny Toons K-Lee- Tiny Toons Kid Fan- Tazmania Winner: Tazmania/Sunsoft



TINY TOONS



2 TURBO HYPE



STARFOX

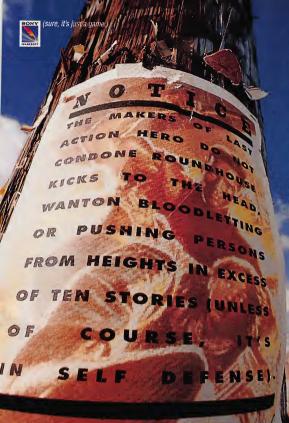


SILPHEED



FLASHBACK

ALIEN³





TO ADMINISTRATION OF THE STATE OF THE STATE



PENDL STORY I WELL
THE PROPERTY OF THE PROPERT



BY NO MEANS PLAY CHICKEN WITH TRAFFIC AS YOU DODGE MOLOTOV-COCKTAIL-CHUCKING CONVERTIBLES, ZOOM A ROUND DOUBLE-PARKED CARS, AND AVOID TREACHEROUS



AND PLEASE DON'T CHALLENGE THE HEAVILY ARMED HELICOPTER AS BENEDICT AND THE RIPPER ATTEMPTTO REDUCE YOU SO MUCH PETROL-SCENTED MEAT...

IN FACT, WHY DON'T YOU JUST SIT IN YOUR ROOM AND PLAY SOME HARMLESS, NONVIOLENT GAME, LIKE MARBLES. OR TAKE A NICE, WHOLESOME NAP.

LAST ACTION MERO.
FOR SEGA GENESIS
AVAILABLE FOR
RENTAL NES.GAME
BOY, AND GARE
AVAILABLE FOR SALE,

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GAMEFAN'S 2ND ANNUAL:

FINAL FIGHT CD

ALADDIN

Unanimous decision-Dr. Robotnics Mean Bean Machine/Sega

Unanimous decision-AH3-Thunderhawk/JVC

Unanimous decision-Shining Force/Sega

Unanimous decision-Land Stalker/Sega

Unanimous decision-

Lunar/Working Designs

Skid-Jaguar XJ220

Skit-Jaguar AJ220 Sgt. Gamer-Formula One K-Lee-Formula One Kid Fan-Formula One Winner:Formula One/Domark

Skid-Dashin' Desperados Sgt. Gamer-Dashin' Desperados K-Lee-Stimpy's Invention Kid Fan-Dashin' Desperados Winner: Dashin' Desperados/ Data East

Skid-Landstalker

Sqt Gamer-Silpheed K-Lee- Ranger X Kid Fan-Landstalker Winner:Landstalker/Sega

Skid-Lunar Sgt. Gamer-Batman Returns K-Lee-Lunar Kid Fan-Lunar Winner:Lunar/Sega/GameArts

Skid-Gunstar Heroes Sgt. Gamer-Gunstar Heroes K-Lee-Rocket Knight Adv. Kid Fan-Landstalker Winner-Gunstar Heroes/Sega

Skid-Super Q-Bert Sgt. Gamer-Lost Vikings K-Lee-Bomberman '93 (id-Fan-Lost Vikings /inner: Lost Vikings/Interplay

Skid-Mech Warrior Skid-ween warnor Sgt. Gamer-Super Battletank 2 K-Lee-Mech Warrior Kid Fan-Mech Warrior Winner: Mech Warrior/Activision

Unanimous decision-King Arthur's World/Jaleco

Unanimous decision-Legend of Mana/Square

Skid-Paladin's Quest

Sgt. Gamer-Paladin's Quest K-Lee-7th Saga Kid Fan-Paladin's Quest Winner:Paladin's Quest/Enix

Unanimous decision: Rock 'n Roll Racing/Interplay

Skid-Battletoads

Sqt. Gamer-Zombies Sgt. Gamer-Zombies K-Lee-Battletoads Kid Fan-Battletoads Winner:Battletoads/Tradewest

Skid-Taz-Mania Sot Gamer-Taz-Mania K-Lee-Starfox

Kid Fan-Taz-Mania Winner: Taz-Mania/Sunsoft

Skid-Starfox Sgt. Gamer-Actraiser 2 K-Lee-Starfox Kid Fan-Starfox Winner:Starfox/Nintendo

Skid-Sonic CD (Mega CD)
Sgt. Gamer-Crash & Burn 3D0
K-Lee-Dracula X (PC Duo)
Kid Fan-Sonic CD (Mega CD) Winner:Sonic CD (Mega CD)/SOJ

TMAN RETUR



ALIEN³



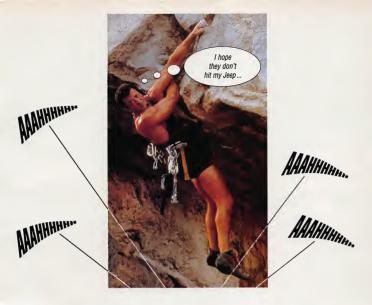
TAZMANIA



CK & ROLL RACI



BEAN MACHINE





(sure, it's just a game.)

"Cliffhanger could send gamers over the edge." - Gamepro, October 1993
"Non-stop, pulse-pounding adventure that won't give you a break." - Electronic Gaming Monthly, October 1993



Climb, tight, and shoot your way shough 7 ice-kicking levels, with unbelievable digitized film of The 3-D action sequences and incredible CD sour



laik about rugged terrain-the mountain is a boss you'll have to deteat as you master recked rockslides, decaying bridges, and a deadly skalandra. Learn the lay of the land, or you'll be laying under it.



Battle the heavily arried attack helicopter, rescue the hostages and finish off the saddic terrorist kinggin. Defore the furts you into a blood-flavored slustees.



one, test your survival skills on a high-speed obserding level that Electronic Garming Monthly says "has to be seen to be believed."

Available for all Nintendo® and Sega" systems.

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Skid: Atari's Jaguar Sgt. Gamer-3DO K-Lee-Atari's Jaguar Kid Fan-Atari's Jaguar Winner: The Atari Jaguar

Skid-Tie-Changing the music in Sonic CD/Amiga's lifeless CD32 Sgt. Gamer-too many Neo Geo fighting games/no Power Drift for Sega CD

K-Lee-Changing the Music in the US Sonic CD &TTI/no SF2 for TurboGrafx Kid Fan-3DO's gameless launch/No SFX titles

GAMEFAN'S 2ND ANNUAL:

Skid-Genesis Sgt. Gamer-Genesis K-Lee-SNES Kid Fan-Genesis Vinner: The Sega Genesis

Skid-Lots of Jaguar

support/Wonderdog sequel Sqt. Gamer -No more fighting games. Action games for the Neo Geo, 3DO software (lots) K-Lee-SF3 Arcade Kid Fan-V.R. Glasses for the Jaguar

Silpheed/Sega Batman Returns/Konami Aladdin Sega/Virgin Stimpy's Invention/Sega Mean Bean Mach./Sega AH-3 Thunderhawk/JVC Shining Force/Sega Landstalker/Sega

Unanimous decision: Game Gear

Gunstar Heroes/Sega Alien 3 SNES/Acclaim Street Fighter 2 SCE/Capcom

Lunar/Working Designs

Crash & Burn/Crystal Dashin' Desp./Data East Lunar/Working Designs





MECHWARRIOR



SECRET OF MANA



PALADIN'S QUEST



BATTLETOADS



THUNDERHAV



LANDSTALKER



LUNAR

Skid-Bubsy Sgt. Gamer-Aero K-Lee-Sparkster Kid Fan-Bubsy Winner: Bubsy





Skid-Gunstar Heroes Sgt. Gamer-Gunstar Heroes

K-Lee-Starfox Kid Fan-Landstalker Winner: Gunstar Heroes







DASHIN' DESPERADO







stuffl See you next month after the show.

Mega-CDRPG ever. This ones early so look for it late 94. Good doesn't scale in n' out, but it's fast and has perfect control.

And finally, it's Lunar 2! The sequel to the biggest selling this May, that was fast! Rounding out the group is Art of Fighting which is due out 1/14 (so look for it here soon). It which we will feature next month .There's a big surprise! Outrunners looks great on the Mega -Drive and will be out











Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform

you'll experience thrilling game play and battle your way through the treacherous mountains and forests of

Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.











TIME FOR MORTAL







Flying kicks. Super punches. Fireballs. Death blo Some people call this type of fighting "combat. But there are others who call it kid stuff. Like a one who's sat in the cockpit of an M1A2 Ahram battletank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 fee above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MiG off their tail. Now we're talking mortal combat!



night enemy with with the instead Heads-Up Display and blow them



most lethal and sophisticated weapon, the F-14 Tomcat!



Challenging night operations test the skill of even the most expert pilots!



SOME REAL COMBAT!



And you can too with our spectacular new 16 MEG military simulators. SUPER BATTLETANK 2™ and TURN AND BURN: NO-FLY ZONETM. They're not real life, of course, but their mind-blowing graphics, sensesshattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.

Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.











urderous day, dusk, and night duels



Will You Accept the Challenge of a Jedi Knight?





Pursued across the galaxy, you and your Rebel Forces now marshall new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced. action-packed sequel to the hit game, Super Star Wars,

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.







AVAILABLE MARCH . I-4 PLAYERS . ARCADE . IZMEG . ACCLAIM . SNES



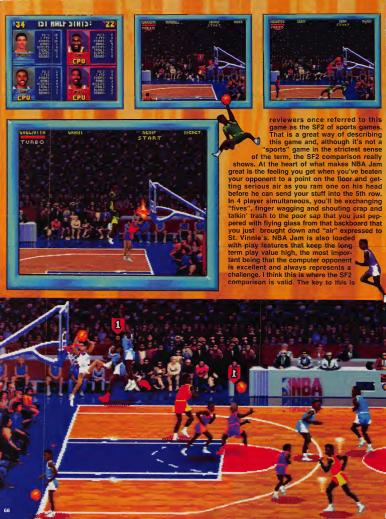
Get that weak crap outta here cuz there ain't no way you bringin' that garbage into my house! Here it comes man, ya see it? Ya want the rock? Can't have it baby cuz I'm goin' cord...FACE!!! Welcome to the ultimate 4 player action, Acclaim's NBA Jam for the SNES.

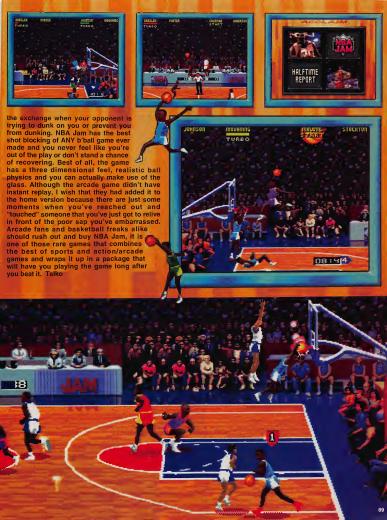
Iguana Entertainment has done a fantastic job of translating the popular arcade game for the home. This SNES version features great color and animation and has all of the moves (dunks) that Williams' arcade machine featured. There is not as much voice in the SNES game but the sound quality on the amples it does contain is excellent. There isn't as much detail on the players (they don't have the big of fat heads) but the animation is good enough to convince you that you are playing an excellent home version of NBA Jam. Besides, what makes NBA Jam a great game is not the graphics but the competitive game play. One of our





























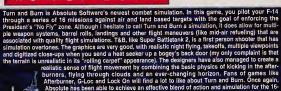












Absolute has been able to achieve an effective blend of action and simulation for the 16bit market and created a very playable

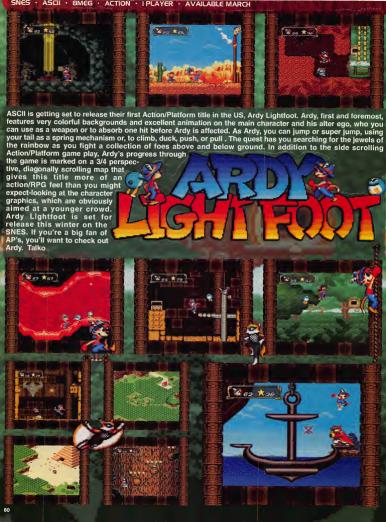
combat game with arcade roots. Talko















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Bobby Brown with Whitney Houston

En Vogue Exposé

Melissa Ethridge Bee Gees Deborah Harry

George Michael Tom Petty & The Heartbreakers

Tears For Fears Jody Watley

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Solatiate

What could have

been one of the best SNES titles of either '92

or '93 will now likely become one of the best for '94. Yes, Equinox (the SF version, Solstice 2 is pictured here) has finally been approved by Nintendo and will become available here very soon. When this title hit the stores in Japan, it sold out almost immediately. We shopped around Japan for over a week, searching everywhere to find this one and than paid through the wazoo to get it, but for you...anything. GF readers

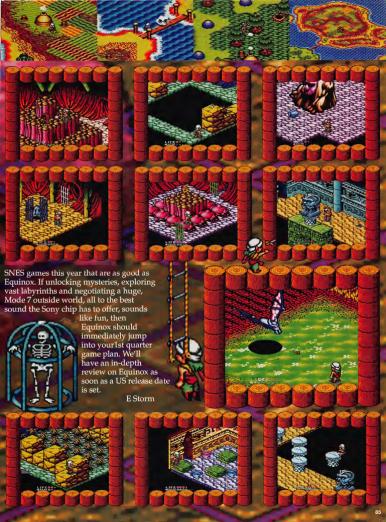
must know about such masterpieces so they can clear there calendar

accordingly. Equinox is an amazing game, from the music to the isometric viewpoint, to the Mode 7-it is a dramatic, involving experience. What I can't figure out is why the SNES titles of '92 (that's when this title was actually developed) are so much better than what is currently available, because I've maybe played 2 or 3











Val d'Isère



Do any of you "youth challenged" gamers out there remember when Coleco was going to release a 3D skiing game for the Colecovision? I do...and then the crash of '84 hit and, with it, my virtual skiing dreams vanished. Nintendo created their skiing game for 8-bit and it was fun but the 16-bit market has remained devoid of any downhill challed devoid of any downnill challed some soccer games but not one skiing game? Go figure...)...until now. Electrobrain will be releasing Winter Extreme during fig. be releasing Winter Extreme current first quarter of '94 and, every or himself' stage, it is a skier's video game dream. Featuring some of the best and fastest Mode 7 graphics on the SNES, Winter Extreme will allow 1-2 players to compete in timed contests on both skis and snowm unned contests on both sits and snow-board in a series of events, including; Slalom, Giant and Downhill. The attention to small contest of the same is remark-ble ste the point of including simulated fairgue, sun spotting and even a tree of snow blindness. The sound hate of snow blindness. The sound hate five you the feeling of actually cantaining down the slopes of Aspen! Ele lick ain has been nosing around the upper exchelon of video game design for the past few months and, with Winter Extreme, it looks like they will finally have the quality hit they've been shooting for. Look for more coverage of this expensional title as its release. exceptional title as its release date approaches. -Talko







HASEH,U.

CHASE HQ RUNS DOWN CRIME!

Put your Super NES on wheels with Taito's turbo-driven CHASE HQ! In an undercover sports car, you'll race through cities and mountains in pursuit of suspects. Shift your reflexes into overdrive to dodge through traffic and around obstacles as you catch up with the fleeing vehicle. Force the criminals over or smash their car to a standstill - in this game, you choose the method of justice!

- Turbo Acceleration!

■ Five Different Rounds! ■ Windshield Screen View!



UPERNOVA UNLEASHES

Taito's SUPERNOVA for the SNES offers you the seekest fighting ship ever launched! You will command the Silver Hawk in battle against hyperbacteria, dinosaurs, and a leviathan battle cruiser as the Pelsar Empire attempts to conquer the federated planets. Victory depends on your skill with Silver Hawk's three fighting modes and power balance system!

- Fifteen combat zones!
- Three different endings!
- A war of wits and speed!





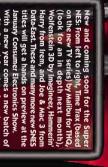
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soft's. So look for a lot of surprises next









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- SLOW MOTION & AUTO-FIRE.
- AUTO BATTERY SHUT-OFF.

- ACCURATE UP TO 25 FEET.
- HEAD-TO-HEAD CAPABILITY.
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A (laim









After a long, exhausting adventure in Esteria, Adol was standing on the White Hornebeach is called present the standing memories of those long days gone by. Dank Fact died a There was a small bottle that had been swept Adhore by the fide Indies I had the read. Mightly warrion, please rescue the forest of Serveda: Adol decided to help Serveta and the person who wrote this letter. Now a new adventure is about to begin. The Super Famicon warrison of Ys. Mask of the Sun has hit the streets in Japan Torkin House has released the Ys. 4 series for the Super Famicon. Hudoes is releasing Ys.4-The Dawn of Ys for the PC Engils SCO n012/22 and Sega Falcon is releasing years, been popular on hoth the PC and home console format in Japan. The last three versions were PC ports but now Mask of the Sun and Dawn of Ys. Sha, Story gards, been popular on hoth the PC and home console format in Japan. The last three versions were PC ports but now Mask of the Sun and Dawn of Ys. Sha, Story gards, been pound on hoth the Sun and Dawn of Ys. Although! Teceived this game, is the sun of the Sun and Dawn of Ys. Although! Teceived this game is ust in time to squeeze it into this issue. I can tell you that this is Ys at its finest. If this game doesn't surface over here in '94.1 would fit his game is released over here. If you are a skilled RPG plage, in fact, you may want to brave the Fact, you may want to brave the

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don't let that sway you when and if this game is released over here. If you are a skilled RPG player, in fact, you may want to brave the Samuel of the sway of the

Special K



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"The stunning visuals of this game have to be seen to be believed, there is nothing else like it out

-Electronic Gaming Monthly



"... the feeling of depth that you get is unmatched by anything seen on a home screen to date... there is no question that the technology and design employed in Jim Power is a breakthrough." —Die Hard Game Fan

WELCOME TO THE NEXT











GENESIS"





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Tem, a boy who lives in Southcape, spends great deal of time with his friends and, is current, very worried about his missing father. Tem is a normal boy except for one thing, he has powerful ESP and can move statues, guess cards that are facing down etc... One day, the village King tells Tem to go to the castle with the "Crystal Ring" which was Tem's fathers. Tem thought the king may know of his fathers where abouts, so off Tem went. And

then....
The backgrounds in Gia are from actual present day ruins here on Earth, but the Earth in this game is not the Earth of the present. The time is set in a different dimension. There are Incas, Phoenix, Pyramids, etc... The Legend of Gia has a great story and there are allot of great action sequences and mysterious locations that will have you searching and wondering for hours. You definitely will have days and days of fun. This game unfolds like a great movie. Watch out Link. Action RPG of the year, 1993i... In Japan that is.

-Special K.



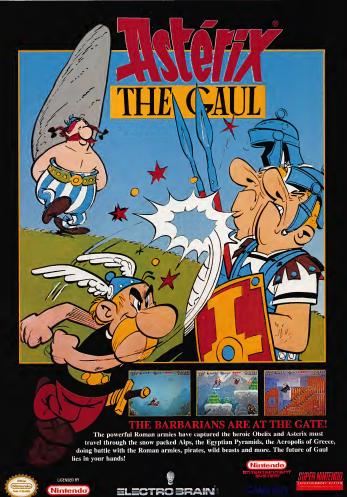




















A seemingly normal office

building becomes a den of nightmarish danger.

LICENSED BY

As a movie. The Lawnmower Man exploded the limits of graphics technology. As a game, it will blow your mind with a dazzling blend of breathtaking 3D and blockbusting action. It all begins in the shadowy research agency known as 'The Shop'. Here, the brilliant scientist Dr. Angelo uses Jobe, a simple Lawnmower Man, as a quinea pig in his Virtual Reality experiment...and creates a monster, transforming him into the superhuman Cyber-Jobe who yows to dominate mankind. Now the race is on to destroy The Shop before CyberJobe can break out of their computer system and reach the global computer network, from which he will be able to control and manipulate the world's computers.

Nothing can prepare you for the amazing world of virtual reality...





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In the Virtual Worlds, you will encounter terrifying manifestations of Virtual Reality.

FORMUL ONE

There are no words to describe how fast it really is.

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DIEHARD GAME FAN magazine tried. They called FORMULA ONE "the fastest racing game on the planet." Not bad. But they would have nailed it if they had screamed "the !@#\$% fastest racing game on the planet!"

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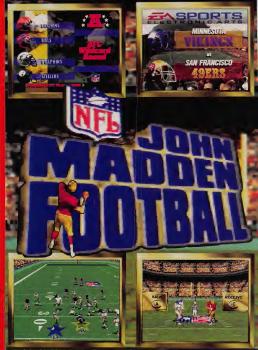




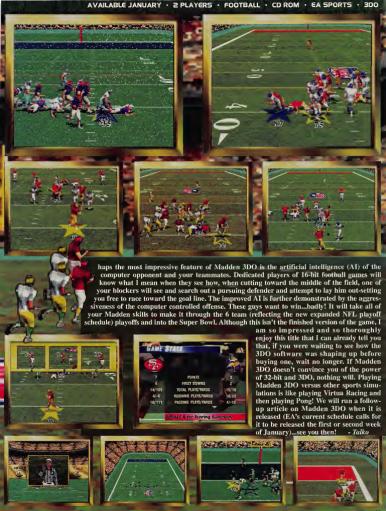
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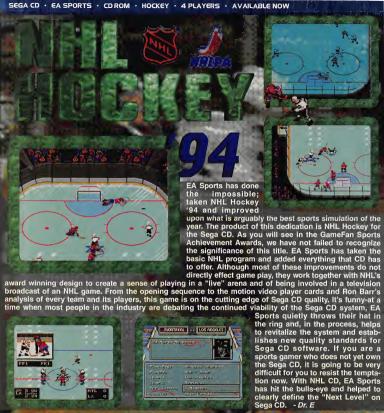
Many of you will be reading this column right around the holidays and, in the journalistic tradition of reflecting back on what was and what could have been. I have prepared a few thoughts on the year of 1993 in the sports industry and sports gaming. I think that the theme of '93 in the sports world would be that "change is constant". Baseball immediately saw the effects of expansion and unrestricted free agency at the box office. Attendance is down and the teams that are not supported by major TV market dollars need help. Clubs like San Diego and Oakland tried (in vain it seems, Oakland has barely been able to reduce their overall payroll despite losing Lansford, Canseco, Stewart and Henderson) to cut their operations back to the nub...a fact that was not lost on their season ticket holders and the casual fan. Football is in the throes of fighting fan apathy created by parity, the new, expanded playoff format and multiple schedule "bye's" and basketball has the big money problems that we described last month, along with the loss of Jordan, Bird and Magic. It seems that hockey, of the four majors, is the only game on the upward spiral, both with the fans and the marketing folks at "Micky D's", shoe companies, etc.. All is not bad news, however, we did enjoy one of the best World Series' in recent memory, with the first repeat winner in over a decade and the Bulls became the first NBA team to win three titles in a row since they stopped playing in "Chuck's". In addition, the NHL gave us the "Great One" and his Kings making their exciting run to the Stanley Cup finals and Greg Norman finally started to fill those large spikes left by the Golden Bear. On the video game side of life, it was football, football as no less than 12 football titles have been released for Genesis and SNES this fall alone! Quantity wasn't the only impres-

Golden Bear. On the video game side of life, it was football, football football as no less than 12 football titles have been released for Genesis and SNES this fall alone! Quantity wasn't the only impressive aspect of these gridiron games, as the quality, across the board, set a new standard in sports titles for our industry. And, what about '94' If my crystal ball is accurate, it looks like '94 will be the year for basketball and baseball titles, with all of the major players set to release at least one of each! Look for luge advances in technology and for 3DO and Jaguar to make a BIG splash in sports gaming...virtual football and baseball, I can hardly wait!



John Madden and EA Sports would like to welcome you to a new world-the premiere of John Madden Football for 3DO. Thanks to the good folks at EA Sports, we are able to bring you the first exclusive hands-on look at what really is the first complete 32-bit, next generation, multimedia (pick the oxymoron of your choice) sports game for a new generation of game players. It is not an overstatement to say that I have been waiting my entire video game life to reach this level of "reality". With Madden 3DO, we stand at the threshold of a complete transformation of the way we look at and play our games. I received the game a couple of days ago (after begging, pleading, cajoling, crying and, finally, sweating profusely waiting for the game to arrive in our offices) and have not stopped playing it. This version of the game is what EA Sports refers to as "post-alpha". It is not at the final, "tweaking" stage but almost all of the game play elements are in the game, with the exception of some voice and a little animation. We promised EA Sports that this would not be a hard line review but I have to talk about some of the details of this game. It is not an exaggeration to describe Madden 3DO as broadcast quality. The virtual 3D world and the establishing (studio) graphics are beyond compare-you have never had control over this level of graphic quality before. But what is per-







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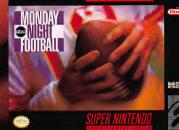
ARun a variety of offensive and defensive plays.



Try not to fumble as you plown a mud-slicked or ice-acked field.



THE ONLY THING WAS THE COOLER



Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and playby-play sound bring every grunt and groan of the game to life. You get all 28 teams and a massive prodesigned playbook. Plus, with our incredible "Power Play" feature, you can zoom in tight on the action and review it all on instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.







BRETT HULE HOCKEY







Brett Hill Nockey has some great features. Skating is a joy with some of the best Mode 7 to be found on the SNES, the player animation is excellent and you never get that 3 frame feel that is present in most of the Mode 7 games. Puck movement is also good with a camera that smoothly follows the flow of the game aniplayers that react quickly to your input. Al Michaels, as he did in Hardhall III on the Genesis, provides the play-by-play and his voice samples are clean and adt to the gaming experience..so much for the good stuff, the major problem with Brett Hull is that it lacks the game play and intelligence of NHL Hockey or Stanley. Cup and the lack of battery back-up (there is a password-84 game season save feature) for statistical tracking. Hockey fans will give Brett Hull a try because of its "on the los" perspective and great graphics and sound but, ultimately, they will go back to the game play and both of the previously mentioned titles are superior in that regard. I keep waiting for Accolade to break out of its shell on 16-bit. Their PC games are among my favorites but they seem to have a hard time bringing them to SNES and Genesis with a uniform degree of success. Technology-wise, I think Accolade does things that many other developers only dream about clear, procless play-by-play, vacelent 3D technology (wait until you see Unnecessary Roughness) and they have access to fremendous licensing power. But, the difference between a good game with great technology and a great game lies in the subtle play mechanics and long-term play value of a title. In the end, great Hull Hockey is This lose to being a classic, closs the access the fort, toward making the best sports games on the market and their full workey is This lose to be leng a classic, closs the proper special play and a study of the development of the properties and long-term play value of a title. In the end, great Hull Hockey is This lose to be leng a classic, closs the subtle play mechanics and long-term play value of a title. In the end, great Hu Freit Hull Hockey has some great features. Skating is a joy with some of the best Mode 7 to be found on













Nintendo and Sculptured Software have taken the 3D technology that they created in NCAA Basketball and hit the

Nintendo and Sculptured Software have taken the 3D technology that they created in NCAA Basketball and hit the SNES ice for a Mode 7 face off with EA Sports entitled Stanley Cup. The control and game play in Stanley Cup is so smooth that both hockey novices and experts alike will find the game very addictive. The game places a strong emphasis on arcade style play mechanics with some simulation overtones in the season and statistical save feature and, although Stanley Cup doesn't have the play refinement of NHI Hockey, it gives the hocky fan a solid, complimentary alternative to EA Sports' benchmark game. The Mode 7 scaling and rotation is smoother than in NCAA and, by incorporating the crowd into the game graphics, you don't get that feeling of floating in space as was the case in the basketball game. The characters are large and animated extremely well for a 3D game (the players even leave

a skate trail behind them as they move across the ice) and the sound effects (mainly sticks, checks and grunts and groans) are good with crowd response tied directly into the game action. The real strength of Stanley Cup, however, lies in its ability to draw you into the game quickly by allowing you to master the play mechanics in a short period of time. You will immediately find that you'll have no trouble beating up on the Mighty Ducks but that skating with Pittsburgh and Winnipeg is a little more difficult. A lot of the goodies that are at the heart of NHL's popularity are noticeably absent from Stanley Cup (player cards, NHLPA players, etc.) but the presentation and arcade game play are more than enough to warrant purchase for

the average arm-chair fan. All in all, Stanley Cup is an excellent addition to Nintendo's growing lineup of sports titles on the SNES. - Talko



















Just when it looked like ha Sports might be pulling the plug on future SNES titles, Bill Walsh College Football is traking its way on the SNES-just in time for the new year and bowl season and it is looking excellent! Like its Genesis cousin, BWCF features 48 teams-the top 24 from '92 and the top 24 since '78. It also features an 11 game college season, playofts and national championship, 68 classic college plays triple option, wishbone, student body and more, 5 player simultaneous ability, 360 degree roving replay, automatic or manual pass calch mode, scouting reports from Walsh himself and a player rating syste, that also includes Coach Walsh's play picks for all teams. Walsh SNE differs from the Genesis version to the third that it makes use of the new Madden

SNES engine with great "Mode 21 graphics and excellent color and animation. The game also features additional animations and crowd graphics not found in the Sega game. Look for Bill Walsh College Football to appear at retail outlets in January and for a full review in the February edition of Game Fan Sports. - Talko



















TOWN MOULD SOCKEDOWS SOCKED OF SOCKED AS THE OWN MOUNT OF SOCKED O







EST - 2 PLAYER - 4 MEG - AVAIL NOW



When DieHard GameFan published life first national issue back in December of 1992, Tradewest's Pro Guarterback was high on my list of agmes to play (obth SNES and Genesis) and it, at the time, was the most entertaining albeit slightly unrealistic (9 players per side) football game on the market. Now that its successor's release is pending (17vg Alignaria Pototals (Signature Edition), we thought if would be interesting to look back at this filte and reylew) just how much progress has been made in football game design over the last 12 months, the first filing playes will notice about Pro QB is its unique, oh the field viewpoint. With the exception of Montana CD, with its hardware scaling, no other game, has the membrated to detire this level of graphic realism, in terms of the passing yame. I think that this perspective does more to establish your participation in the same than any other single feature. The animation is at little jerby but not that much more than Morghas CD and, in some ways, Pro QB is graphically superior in that it makes better use of the colar patient. Picking out the open receiver has hever been this says and, although the play control is proty rough, it much prefer this style of game play over a passing window or side serial situation-which brads to treat you as a spectabor rather vian a participant, New Younger somewhithing? As a acquitation, if it weak, flowever, the sectue seems to be attempting to conjunction, if it weak, flowever, the sectue seems to be attempting to conjunction, it is weak, flowever, the sectue seems to be attempting to conjunct the color and the properties of the state of the state of the state of the properties of the state of the stat













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The GameFan Sports Achievement Awards were created to recognize the best in sports game design. To be eligible, the finished games must have been released during the calendar year and all judging is based on the American releasesno import titles are included in the final judging unless they have been confirmed for US release. You will also notice that, in addition to creating an award for "Sports Game of The Year", we have divided the titles into their respective categories to give both the publisher and the consumer the most accurate infor-

mation possible-in the hope that this recognition will help to encourage quality game design. Without further delay, here are the deserving winners for 1993.



EA Sports took the best hockey game of all time and made it even better. And in the process became one of the few Sega CD developers to unleash the full power and potential of the hardware. With competition like Montana "84, Super NBA, FIFA Soocer and F1 World Championship, EA Sports really EARNED this award in a year where sports entertainment reached new heights and new quality standards were established in sports game design.







94 STARRING JOE MONTA

Honorable Mention:

Tecmo Super Bowl-SNES-Tecmo Madden '94-SNES-EA Sports Madden '94-Genesis-EA Sports Montana CD-Sega CD-Sega of America

Tradewest

Honorable Mention: NHL '94-Genesis-EA Sports NHL '94-SNES-EA Sports

Stanley Cup-SNES-Nintendo

Honorable Mention: RBI '93-Genesis-Tengen Baseball Heroes-Lynx-Atari Super Baseball 2020-SNES-

Honorable Mention: Super NBA Basketball-Gen-Tecmo NBA Showdown-SNES-EA Sports

Honorable Mention: Pebble Beach-SNES-T&E Soft Wicked 18-SNES-Bullet Proof

Honorable Mention: Nigel Mansell-SNES-Gametek Jaguar XJ220-Sega CD-JVC Nigel Mansell-Genesis-Gametek Super Off Road Baja-SNES-Tradewest

Honorable Mention: Davis Cup Tennis-Genesis-Tengen Amazing Tennis-SNES-Absolute Amazing Tennis-Genesis-Absolute

BASEBALL 2020



Honorable Mention: Riddick Bowe Boxing-SNES-Absolute/Extreme Legends of Ring-SNES/Genesis-Electrobrain

Honorable Mention: Super Sidekicks-Neo Geo-SNK World Soccer-SNES-Atlus Tony Meiola's Sidekicks-SNES-Electrobrain

PGA TOUR 2



WORLD CHAMPIONS



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Play in Progress

EA Sports Rings In The New Year...

This month, Play In Progress focuses on the czars of sports gaming at EA Sports and some early information on a few of their top prospects for '94. It looks like EA Sports is recommitting itself to the SNES and with Madden 3DO Under their belt, they are ready to pursue development on their golf, baseball, hockey and basketball titles on the next generation machine. First off, we have some EARLY screen shots from their new baseball game on the SNES (no title as of vet). The game is scheduled



to ship in March of 93 and, according to our sources at EA, it will include; all of the MLBPA players according to their '93 stats and teams, a full 162 game season, authentic / stadium music, 5 player capa-



bility and frame by frame instant replay and more. As you can sec, an emphasis has been placed on creating realistic, arcade style graphics, as well as concentrating on the simulation qualities of the title. In addition, EA Sports is readying PGA Tour Golf for 3DO and has its sights set on releasing the fitle during the first quarter of '94. These screen shots are hot off the development system and represent the latest progress on the title. With the 3DO version, EA Sports is trying to create the most realistic game of golf possible. The focus is on taking the award winning game play from the 16-bit and PC games and adding to that a TV quality broadcast-both graphically and in the music and play-by-play. As with their Sega CD titles, EA Sports has enlisted Ron Barr of Sports By-Line USA for the call. Look for more on both of these impressive titles as we get it in your source for the latest sports information, GameFan Sports, See you next month...









ReadySoft Incorporated & Epicenter Interactive Pres







This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.









Here's a look at four new PC Engine Super CD's that are about to come out in Japan. Since Duo owners basically have nothing new to look forward to we thought these might give you some hope. You can play any of these on your Duo. Bomberman 94 is one of the most addicting puzzlers ever created, Super Darius 2 is a carbon copy of the coin-op classic, Y's (the RPG that started it all) will see an all new sequel this December, Y's 4 The Dawn of Y's, and Nektaris is the CD sequel to the hit Turbo game, Military Madness, Good stuff! Find a good source and kick start your Duo! There's allot more coming in the month's to come.























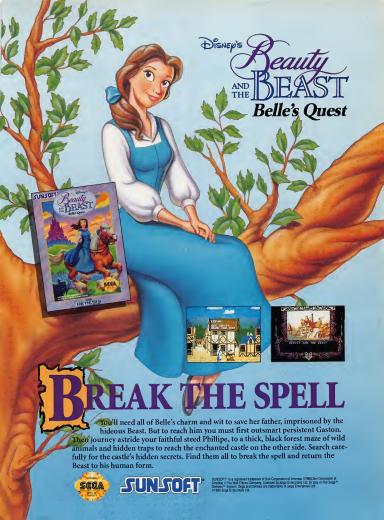
YOUR actions determine the outcome of the opening story! A vast world to explore in this ultimate RPG adventure! Help love triumph over the might of the Sinistrals!





TAITO HINT LINE 1-900-28-TAITO







In our last two issues we's critical some form or Mod Day. McCree, first for the Sega CD, then the Pana own 100. Now once again, here we are with the latest version, this time for the Phillips CD-i. By comparison, I'd have to say, without a doub, this version is a vast improvement over the others and a perfect translation from the arrade. The quality of the video is amazing looking more like broadcast television than full motion.











graphics. In Mad Dog you play a lone gunslinger who's taken on the job of cleaning
up the town which has been overrun by
McCree and his gang. Along the way grateful townsfolk will steer you on the right
path and only sharp reflexes will keep you
away from a visit from the caretaker. This
version docsn't come packed with a light
gun but the optional trackball controller
seems to do the job, and a even niftier
Gravis pad is on the way. The game is actually quite
difficult with enemies popping up randomly to keep
you from memorizing patterns and there are plenty of
levels to go through before actually facing the grimy
Dog himself. Although this is not the strongest
title, it definitely is a welcome addition to the line up
of CD-i games and really shows off what the new
Full Motion Video card can do. So grab your
trusty six iron and get ready to enforce some
law and order, ya varmint. -Takahara















THIS SHOULD

OPENA FEW EYES.



Games never looked so good. Introducing the new CD-i titles from the Games Division of Philips Media, many featuring MPEG 30 frames per second Digital Video. You've got to see them, hear them and *play* them to believe them. Try them out and you'll see why our beauty isn't just screen deep.













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Did you ever play games like Dragon's Lair and Space Ace in the arcade and with our could have these coin-ops at home in all their carroon splendor to play at your leisure? Well, now you cans, as Phillips C64 has become the first system to accurately convert games like these without the usual color loss, graphic break-up, or letter box frame. In fact, the full screen, full motion video is ogood, its quality is comparable to YHSI. This is all done with the use of a new digital CO-RII Motion Video Cartridge (RMV) which connects to the expansion port of Phillips or Magnevox CD-i players. The digital FMV cartridge marks the next generation for CD-I games by delivering 30 frames-per-second video and CD quality sound. Space Ace is one of the first titles to be released for this upgrade and it is an exact carbon copy of its isser disc arcade counterpart. If you're not familiar with same, you take charge of Space Ace, defender of Justice, Truth, and the Planet Earth. Ace is being stateked by the evil Commander Bor who has a sinister plot to render Earthings harmless with his Infant Ose, It's us to you chavies and the planet Earth.





Space Ace through this animated adventure which requires memorization and perfect timings. With the release of this new cartridge plus games like Space Ace, Mad Dog McCree, Rebel Assault, 7th. Guest, and Dragon's lair I and li, the CO-lis sure to gain popularity and a spot among the ranks of next generation software and hardware.....Can you believe it.

-Mr. Goo





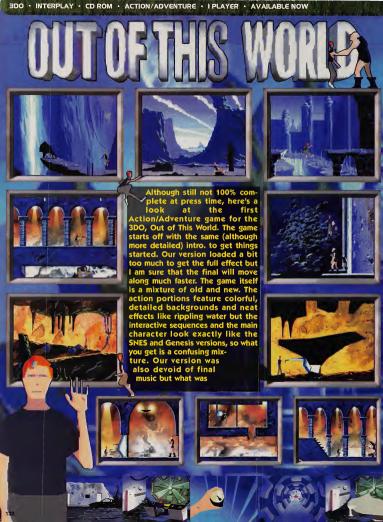


















in sounded great. To be 100% hon-est, while the game is better look-ing, it is still not what I expected from the system that 3DO said would set new standards. There is no awesome animation or special effects that I haven't seen before. I thought the characters would be more dimensional, maybe texture mapped. Of course, on the flip side, this is Out of This World, a game that doesn't really need all of that to be entertaining. Either way you look at it, I'm sure that just about every 3DO owner will buy OOTW and thoroughly enjoy a game that would be totally entertaining on any system. We'll bring you a final review as soon as OOTW is released. Hey Interplay, how 'bout a little Rock 'n Roll Racing, 3DO style! -TAKAHARA

























ture? Dragon's Revenge is also short, offering only seven quick levels (they try to make it seem long by offering no continues or password) and the bosses aren't nearly as creative as the ones in the Sega CD version of Stellar Fire. I don't mean to be overly harsh, this is a "pretty" game but, for \$700 bucks, someone other

than Crystal Dynamics better start knocking our socks off, or the lines to return 300s will be longer than they







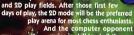






computerized chess game is the quality of the computer opponent and the
speed with which it executes its moves. For
software starved 3DO owners, Battle Chess is, in
all likelihood, going to be one of their initial
game purchases. The question for 3DO owners
will be is this game for chess enthusiasts only,
or is there something here for the inexperienced player? For the novice, BC features all of
the animation, humor and body slashing that
has made the game a major success on all computer platforms and an easy to use interface
and tutorial featuring full character animation
and voice that makes learning the game a joy
and playing it (at least as long as

remains fresh) interesting and dynamic. But, after the "oh, wow" factor has wom off, is there a quality chess game here for the dedicated enthusiast? The answer to that question is an unqualified "yes"! Dedicated chess players will find a lot to like about Battle Chess, starting with the ability to choose between the 3D



varies in skill level-all the way up to Grand Master caliber.
So, for you 3DO owners out there that need to feed your machines, Interplay has a solution for both sides of your brain!























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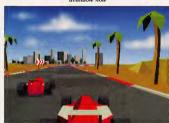
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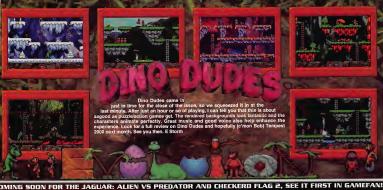
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Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear do not.



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The mighty hero, Radioactive Man, has been kidnapped by "Brain-O The Magnificent" and is being imprisoned in the dreaded Limbo Zone. It is up to Bartman to save Radioactive Man from imminent doom and to foil Brain-O from any more wrong doing. He's bad, he's cool, he's...purple? Take heed, lowly citizens of Springfield, B. Gear to fulfill his heroic destiny. Your quest will take you with sharp, colorful graphics and there are lots of differer warning however, it will take patience and much persever Radioactive man" so take it easy and watch out for those

EVES 1.9

s bad, he's cook citizens of Springfield, Bartman is on his way to the Sega Game Your quest will take you through 14 action packed levels all filled defense are lots of different play techniques to master. One word of lence and much perseverance to get far in "Bartman meets and watch out for those blind jumps. -K.LEE











ACCLAIM · 2 PLAYER · 4 MEG · MARCH



Acclaim has really been successful with their Game Gear translations. First there was Mortal Kombat. which no one expected much from and now

they've delivered an excellent version of NBA Jam. This is one of the best playing GG carts to date, with the exception of the voice and music, it is a pretty accurate translation of Williams' arcade game. You have

to keep reminding vourself that this is a Master System! IF you own a Game

Gear, you've got to have this game. Then you'll be jamming on the go! - Talko

















ANGELA BELTI



One of the most talked about games at the most recent AMOA show held in Anahiem, California last October was Power Instinct by Atlus. We have now come to expect the leaders of the one-on-one fighting genre to be Capcom with their Street Fighter series and Midway with MK and MK2. These two companies. however, are now being challenged by companies like: SNK. Sega and, with Power Instinct, Atlus is now joining the battle for top spot in the arcades. Your controls consist of a joystick and

A+C (SIMULTANEOUSLY) BODY ATTACK



WHITE BUFFALO



+# +PUNCH LYING ELBOW BLOW

WHILE O +PUNCH CHARGING BUFFALO \$(HQLD)+ ★KICK SMASH TACKLE

(HOLD) → +PUNCH

HATTORI SAIZO



₽ #+PUNCH TSUNAMI SLASH

WHILE O +PUNCH DRAGON FLAMING FLASH \$ s → +PUNCH BLUE FLAME SLICER



ANGELA BELTI



←(HOLD) →+PUNCH THUNDER ROLL A+C (SIMULTANEOUSLY)

←(HOLD) →+KICK

SMASH KICK WHILE + +KICK

KEITH WAYNE



←(HOLD) ⇒+PUNCH SPIRAL KICH

I * ⇒ + KICK

₽ #+PUNCH ROLLING CANNON

⇒ ¥ + KICK

REIJI OYAMA



↓ ★ + PUNCH

⇒ \$ % +PUNCH THUNDER KICK PRESS KICK RAPIDLY

SUPER SPIN KICK WHILE O +KICK

THIN NEN



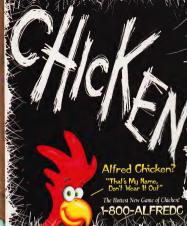
+++PUNCH

→ * * * ~ A+C(SI

ORO BALL WAVE

\$ \$ → # + KICK





Coming soon on NES™, Super NES™ & GameBoy™

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four buttons (strong and weak punch or kick). To do double jumps at any point in the air, tap twice on the joystick and you can also do a double tap to dash forward or back. You can choose from one of 8 fighters, your aim being to obtain the seat as the new leader of the Gogetsu clan. Many of the newer arcade fighting games offer something unique to set them apart from the rest of the pack and Power Instinct is no exception. In Power Instinct, you will see anything from flying dentures, to whips, to speeding buffalo heads. Overall, it's a good game with great animation, decent music, lots of cool special moves and, most importantly, great play control. Due to hit arcades this winter, Power Instinct has the potential to do some damage against the

more famous one-on-one fighting games. -K.LEE





(HOLD) ♣ + PUNCH

- ←(HOLD) →+PUNCH
- → +PUNCH REPEATEDLY
- WHILE + HICK

GOKETSUJI OTANE

















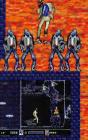


















AND THE PARTY OF T



a little aged with less detail in some of the backgrounds and slightly repetitive Thriller tunes, it is still a fun and unique game, MJ Spins, Moonwalks, dances, and slides down banisters as he travels throughout music video backdrops rescuing children from the clutches of the evil Joe Pecsi. remember that video? The 'ol Sega sound chip works overtime all the way through grunting out tune after tune from the record breaking Thriller album. So, if you've never played it, or you're a big MJ fan, it's worth a look, and who knows? With all that's going on it may become hard to find.

















Win big with Namco, Suncom Technologies and your favorite video game magazine, DieHard GameFan! Play PAC-ATTACK for the SNES and you could win big prizes!!!





PAC-ATTACK is a puzzle game with three modes: 1-player, 2player and 1-player 100 level mode (so there should be 11 passwords to send in!). Of course, you can lay the other two modes for practice and fun!!! All correct entries will become part of a random drawing for the following prizes...

WO FIRST PRIZES:

- \$250 gift certificate at your choice of one of the following video game stores; Toys R Us, Blockbuster, Software Etc., Electronic Boutique and Kay Bee.
- A Super Nintendo hardware system plus three (3) games from Namco's library.
- CYBERPad for SNES from Suncom Technologies
- · A one year free subscription to DieHard GameFan magazine.

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- \$500 gift certificate at your choice of one of the following video game stores: Toys R Us. Blockbuster, Software Etc., Electronic Boutique and Kay Bee.
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- A one year free subscription to DieHard GameFan magazine.

ree SECOND PRIZES:

- \$100 gift certificate at your choice of one of the following video game stores: Toys R Us. Blockbuster, Software Etc., Electronic
- Boutique and Kay Bee.
- Two (2) games from Namco's library.
- CYBERPad for SNES from Suncom Technologies A one year free subscription to DieHard GameFan magazine.

Ten THIRD PRIZES:

- · One (1) game from Namco's library.
- CYBERPad for SNES from Suncom Technologies
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MUNCHIES

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo



blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your

way. Never fear, Pac will save the day!

Three modes of play: One player!

Two player head-to-head munch fest! 100 level puzzle game!

Smoking sound track!

Cool graphics



lead-to-Head with friend in 2-player mode!







Warning: Pac-Attack is highly addictive.



hard enough) in a sleepy town called Derby, about 60 miles south of Manchester INTERVIEW WITH COR years ago, the team now compri-Design, But we feel if a compar should now about it. Heck, if or You might have noticed how

commits itself to producing quality games then the players renove would have this attitude, eh? Established about five

amefan has always harked on about English devel

ses about 45 people and can be found hidden away (if

"Every month, find acques to lead you with this latest gossile, remove and news of the most as they leagued here in the Kir and the rest of Larryne. So, let's gost movine... gray floosing to ... this sociales, you'll make an interview with Managoia Directive, Jerandy, and Soo Collines into Landscorps and Souster. It you thought Tumderstrike was gond, the Soo Collines into Landscorps and Souster. It you thought Tumderstrike was gond. lames for Saga, Mintendo, 300, Atari and well...just about everybody, it's time to gear up for Gamefan's coverage regonant and the Super FX 2. Yes, that's right…the creators of the Super FX chip and Star are curvantly working on threa new Super FX titlas for the SMES. First, and most exciting of the scane in Europe Smith, and a look at soma of their sma think again. But lirst lat's talk about Ar it had to hap

Service 2. See Support 7.2 englands supported to the comparation of properties and provinces and respective to the control of the control of

being handed by freedance programmer and top 3D spacialist Nachad Powell, who the most impressive 3D spacialists of the PAL mings and P.P. As you'd space for the PAL books high it might had a few more surprises. Fall freedam of movement, different ownshies, the might have a few more surprises. Fall freedam of movement, distressive said mych basides, Hump groungl, Jearer's same, branishing the Presidence. FX 2. The 3D polygons in Citatel are currently being handle is well known in the UK for producing some of the most imy the 3D polygons are great but tha game play looks like it o eniclas to transform into and lots of weap

is time for Virgin. Creatura Shock is tha working title for a stuming 300 otion vidao are hugely impressiva, Finally, thare's Primeval, under wraps cense, is looking surprisingly similar too. And 300? Well, Argonaut is on the caso ams coming out next year. The scaling or Sony. Again, the 24-bit art and

The State Again, the State of t

Anyone out that e like Super transland Well, Derman dissistents, Fastor Fine, are currently working on the sequel, Super Intrivizat z, Which this tome of a 2 for ingespective the lime the original-accepted the 94. And Konder World Yold, original proteigers, Dophing, are part a two for a function. World 2 for the Step 50, which also includes the original years and festibates.

Finally, there's a secrat new consolo coming to town. To be unveilad at tha Las Vegas CES in January, the TXE Muitisystem

oper has been developed by hardware applicare from HQM, brighting is Westa pystack company. Knoth bad planned to that an and and finemed in the landy yes of the late partiest, live, live, the "commerce areaty bested anges, and a plan data with viewness surpoveden (TV, indexpecting 25 Mist.CM, platter objected a least sustrements (SR) has detailed seed to present viewness surpoveden (TV, indexpecting 25 Mist.CM, platter objected a least sustrements (SR) has detailed and the ments but runn's suggest that the system resembas a domastic CD player. An initial bit simulation, team Suzuk'a bita racing gama, Lotus Challange Gremilin's two player sion of Mileonia-in's popular platform (10e. See you (wall, not actually) max Month. acing gama and Robocod, a souped-up version of Milk currantly cloaked in non-disc<mark>iosur</mark>e agra eup of games is said to include F16-a f**i**l

as stable, and the Amiga CD32 which will get

Okay Jeremy, perhaps you could start by explaining why Core Design is so committed to white most popule are still sticking to the Mega Drive? Simply because we're 2 1/17 years ahead of Gameran's European correspondent, the Ripper, spoke to Managing Director, Jeremy Smith about the past, the future and the things that make Core tick... everyone else. As it stands, it's far easier for us cular things. less software and it's is twice the game that pop at the Mega CD but no-one's doing it particularly well. As far as the software goes, Thunderhawk is, and for a 16 bit machine the to carve a niche in the Mega CD market

other new projects including one called Chuck Rally which'll be a Super Mario Kart-style racing

game starring Chuck Rock and Chuck Junior.

SoulStar, Battlecorps, Heimdall and a couple of

or two we'll be pushing hard on the Mega CD

t's actually a great machine for our programmers to work on, So, for the

something like SoulStar a CD's now doing so

because the system has

to shine through.

and we've got five titles planned including

but really do the business on them and make them one of a handful of publishers, so we'll probably But what about the Mega Drive? Do you plan to keep supporting it? Oh yes, but not quite on the same scale. On the Mega Drive we can be as technic there's always going to be a big license that lega Drive? but inevitat more. On the cartridge side we're

other formats do you have your eye on? term thing. If it y the Mega What about future plans? What CD32 as well, and possib I see 3DO as a long

special. We're really pushing the boat out on Skeleton Krew, and that'll go onto the Amiga

focus on one, maybe two titles a

brilliant as the next guys.

CD too

it at the moment but I think the machine's got the legs – I see it fitting into the Philips CD-I Multimedia are PC CD ROM, because we see the PC market and Sony they've given us the chance to work only other formats we'll be investing heavily it canny about who they're letting work on the machine. By not developing for 3DO, Jaguar on Saturn, which will start in early 1994, The payback is Saturn. And Sega are being very category along with the new Sony machine We're heavily engrossed with Sega, so our off, that is. We're not doing anything for



Heimdall 2 and Skeleton Kra



places you behind the controls of an armored Bipedal Attack Machine (a big mech. walker) which stomps and shoots Its way across three 360 degree, texture mapped moons. Features include 9 3D bosses with allen voices, full use of dware sprite scaling and rotation, and so many more you'll have to tune in next









across six planets of the Soulstar Planetary System. The 3D modeled and rendered craft morphs on screen a Sub. a Turbo Cepter and a Strike Craft. Over forty missions will keep your Mega CD warm and toasty





ooks like it's time for the skeleton Krew. A MAD's team of morbid mercinaries, to clean the streets of evil Psyko Machines. By Core, for the Sega Genesis (Available Summer '94)

owned by the evil x-mortician,





Virgin's Creature shock - by Argonaut for the 3DO

early. If people get too excited about Saturn now, the Mega CD will have an even tougher agreements, and Sega are terrified of casting a shadow over their existing hardware too are dripping out to keep people interested, but I'm up to my neck in non-disclosure of selling than it faces at the moment, And being committed to the Mega CD, I can

sympathize with this.

What about Sony? How do they fit into the equation? see Sony pitching their machine very firmly at the Multimedia market currently occupied whereas if you look at Sega and Nintendo they pitch their goods at the toy business – which effectively is what their consoles are - toys. The downside with the Sony machine is that I think they will struggle to get the software support. 2 12 years ago we had a contract with them to write software for the 1949 Station, but took what hipsprach to that I think Sony s bigget proben is themselves, they simply don't have what it alses to get good software bigget proben is Philips and 3DO. They're all going for that huge electrical branded goods business,

entertainment. And I'm sure that the Nintendo-Silicon-Graphics-this-that-and-the-other dream So, you're not convinced about a multimedia standard being set in the market just yet? I'm sure that eventuality it will nome to that, but I think there are more years left in the pure entertainment arena, which is what the Mega Drive and SNES cleiver, pure machine will be pitched at the same market.

Are you not even tempted by the Jaquar?

It's a wonderful piece of kit and some of our Mega CD stuff would translate onto it easily, had any sense they'd buy the Jaguar! If they did that they'd have a good chance to wipe the but it also conflicts with our current business strategy. Personally, I think that if Nintendo floor with everyone.

The problem with the size of this company, and supposed to available with it. He almost pulled And finally we come to the new kid on the t off as well, you know. As for the souped-up Konix (laughs yet again), they approached us (Laughs) Well, I was around for the first Konix and I remember sitting in this room in demonstrating the ridiculous chair that was about a year ago, but we weren't interested. Wales and boss Wyn Holloway was block... the revamped Konix?



because there's no way you can cover them all.

In what direction do you see your games heading in 1994? I don't think you'll see another platform game from us for a long time. The genre's dead conclusion, and isometric games like Skeleton Krew are probably the next big genre that'll get done to death. Our basic rule of thumb is to carry on delivering fully interactive games, and as far as CD ROM goes, that means forgetting about full motion video for gameplay. as far as I'm concerned. The problem is that everyone else is coming to the same Players still want proper action, and that's what we'll continue to give them.

Okay, thanks a lot Jeremy. Best of luck with the future.



Japan News Network

Happy New Year! How was your '93? Since several major compa-

Happy New Yearl How was your '33? Since several major compa-nies have announced new systems, '94 will be the war of next gen-eration video game systems, I will be bringing you hot and fast information for those systems this year, So keep in touch! First news for 1994; it seems like Sony's PS-X (code name) is doing well. First of all, in our December issue. Lineationed that Sony might have a difficult time acquiring 3rd parties, whoops, quess what!? Namoo has become the first licenses for the PS-XI. Are you wondering which game will be out first from Namoo? Namoo has the world famous 3D racing game.

Racer was shown at the AMOA show in 1993 but Galaxian 3 was not there. Ridge Racer is a now an extremely popular racing game in Japanese arcades. According to my reliable source, Ridge Racer will be the first game for the PS-L If Namco uses the PS-X's full potential, they can translate this game almost 100% exact in a recent press release in Japan. More manurated that they will also be developing games for the PS-X If You might not fully understand these specs, but this system will be the full sust about anything amounced to data-this; serious hardware. Sony showed 2 demos of working titles; a Ridge Racer type racing game and a 3D adventure similar to Virgin's 7th Guest. I was not present but my sources say they were totally impressed. More 3rd parties have signed licensing agreements but they haven't been formally announced yet. For more PS-X information stay tuned for the next Japan Now!

- PS-A specs. as of 12/83.

 Main CPU:
 32-bit RISC (custom R-3000-A) Clock speed: Calculation Ability:
- Command Cache: Data Cache: **Bus Band Range:**
- Geometry Engine:
 (High Speed Matrix Calculator)
 Calculation Ability: 66 MIPS
 - Calculation Ability:

 1.5 million polygons/sec. (flat)
 50 thousand polygons/sec. (flat)
 50 thousand polygons/sec.
 (glow & texture + light calculation)
 ata Compression Engine:
 Calculation Ability: 80 MIPS
 CPU, Bus direct connection

 - Built in JPEG/MPEG-Subset/H 261

Full Color Display: Resolution:

- 256 x 224 to 640 x 480 (max) Sprite/BG drawing
- Adjustable Size Unlimited Frame Buffer: Line limit: Unlimited CLUT

16.7 mil. colors

- Scaling and Rotation for each individual sprite: 4,000 sprites max: 8 x 8
- lygon Hardware Rendering 360 thousand polygons/sec. (max) Texture Mapping
- Flat and Glow
 High Speed Geometry Calculation by
 GTE (Geometry Transfer Engine)

- ound (16 bit):
 ADPCM Sound Module x 24 channels
 FS: 44.1 KHz
 Digital Effect
 Pitch control-Envelope
- Looping-Digital Reserve

Data Save:
- Uses RAM cartridge







More new system info.; NEC HE has announced their new, next generation 32-bit system called " code name). In May of '92, Hudson announced their new 64-bit hardware; "Tetsujin" (Iron Man) but this code name). In May of '92, Hudson announced their new 64-bit hardware; 'Tetsujin' (fron Man) but this project has been phased out. NEC has officially announced in several newspapers that they will be using Hudson's chip to develop their new system. Let me tell what I know about the FX. First of all, the main FUV will be NEC 84-bit. This CPU allows you to send 5 commands at once RIGS (type) and It is faster than a normal PC's CPU. The CD-ROM drive will be more than 2 speeds and full color graphics. Main memory is still unknown. Since NEC was the last to announce their new 23-bit machine, I don't have the actual speec, and information. yet. This system is obviously CD-ROM and not compatible with PC Engine and Turbo Graft. All Cards. If I have more next month. The PC Engine's and the State of the State back to March. A likely reason would be the huge fire at the factory in Japan where they make DRAM. This factory was responsible for 60% of the world market. So, they are obvi-

factory was responsible for 60% of the world market. So, they are obviously short on DRAM. They have finally come up with the actual photo. of the Arcade Card (see below). NEC will be releasing two different ACs. One for regular PC Engine CD-ROM and one for the Duo. Retall cost of ACs are about 5128 for regular CD-ROM and \$178 for the Duo. Of course, these prices are in Japan. If mot sure whether TIIIs bringing them out in the US or not...I highly doubt it. It sounds expensive but you will be able to play high quality areade titles on your PC Engine, so that's not bad...I guess... There are some SCD titles that are compatible with the Arcade Card which are; Risaht Miders, Emerald Pragon and Debut. About 12 third parties are developing games for the AC as of Nov. 93.





One of my sources found out that Nintendo is making Mario for their Project Reality. I'm not sure about this runnor but since Mario is Nintendo's top selling character, there is a good possibility. Seems like they will be releasing 2 to 3 tills est the time of the release of their 64-bit system. Mario, F.Zero 2 and...? This more than the release of their 64-bit system. Mario, F.Zero 2 and...? This more we last printed them. Segis is still considering the cartridge format, C.P.F.OM or both. It is certain that there is a still considering the cartridge format, C.P.F.OM or both. It is certain that there is the control of the contro

Special K's Last Minute Information!

They haven't amounced it formally yet but it exems that General has algored an appearant with Sony to develop games on the PSX. If it is not lib deally to liby Super SP2 on the PSX. If it is not removed in the part of the









Last Mo.	1 5	een Shot from DQ5	2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	7227		[275_78etU		5
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	Romancing Saga 2	RPG	16 Meg	o.		Dragon Ball 2 2	Action	16 Meg
~	D	Enix	N/A	7	-	Super Puyo Puyo	Banpresto	12/93
2	Dragon Quest 6	RPG	N/A		1	Super Puyo Puyo	Puzzle	8Mog
3	Drawer Overt 192	Enix	12/18/93	8	Now	New Momotaro Densetsu	Hudson	12/24/93
اد	Dragon Quest 1&2	RPG	12 Meg			New Momotaro Densetsu	RPG	16 Meg
4	Fire Emblem	Nintendo	12/14/93	9		- Rocketman X	Cepcom	12/17/93
41	Fire Emblem	Stratagy	24 Meg				Action	12 Meg
10	Amb. Of Nahusana II aread Of Hilland	Koei	12/09/93	10	- Yu	Yu Yu Hakusho	Nemco'	12/22/93
U	Amb. Of Nobunaga "Legend Of "Haou"	Stratagy	16 Meg				Adventure	16 Meg





Super Famicom

J-League Soccer Prime Goal Adventure Of Toruneko Art Of Fighting Street Fighter 2 Turbo Secret Of Mana Secret Of Mana Super Mario Collection Sailor Moon Ramna 1/2 RPG Crayon Shin-chan Winning Post

10.

6. 7. 8.

Mega Drive/Mega CD

Shining Force 2 Street Fighter 2' Plus Leathal Enforcers Puyo Puyo Gunstar Heroes 2. 3.

Vay Colums 3 Sonic CD 9. Shining Force 10. Land Stalker

PC Engine

Dracula X Yu Yu Hakusho

Legend Of Kabuki Power League 1993 Majhong Clinic Special

ARE CURRENT AS OF 12/4/93

6.

Langrisser Startring Odessey Sankokushi 3

9. Sankokus 10. Cho-Aniki

was set to cut this section to 2 pages this month. In legan, towards the end of the year is the busiest time ever and 1 could not schedule an intensiew. One thing I could like to say is since if don't have space to answer book line tellars from the maders of Camerian, I would like to announce these people, and the country of the count



Welcome to Other Stuff for '94. Since we have added our new UK section and Japan Now, this section will mostly

Microprose Ltd, Microprose Ltd (US), Phalanx Software, Gremlin Graphics Ltd, 3D Games, 21st Century Software, UB their line-up of sports titles, from Id Software: Wolfenstein 3D and Dobm: Evil Unleashed, from Microprose: 3D Gunship 2000, from Gremlin; Zool 2, and UBI Soft (who represents 80% of the entertainment software in the French market with distribution rights to more than 30 labels worldwide, including LucasArts) plans a number of games for the Jag. If ydu're into fighting games, here is some info. from the producer of Kasumi Ninja at Atari. (N will have lots of bood and gore and they are shokting for a ton of special moves including never seen before fatilities. The game will carry a 'Mature Audience' warnijg sticker. "We have very good compression routines, so we can fit a lot of data into a very small space". The cart size is currently set at 16 megs. There will also be weapons in the game. We will keep you posted as to what type as the development winds down. The number of characters is not yet set, it could go as high as 20 but 10 is a more realistic number. Most are human (Ninja, UK fist flighter, Bronx female, and an Eskimo) but mythical characters like "Yeti" will be present as well. Atari has already sold out of Januars for '92 so now the question is, will they make the January launch as scheduled? Yes, we believe they will. On, and one more thing before I go, AVP is going to be rad! A friend who's played a recent version described it to me and it sounds amazing. We'll

Now for some news on the new N

The what? you say. There's no release date yet but the word is out. SNK's next game console is currently inder development. The new machine is bigger than the current console and boasts both a carriedge and 40 port. The system features new cordless joysticks and a larger capacity memory card able to hold 20% more information-to be used for such things as home banking over in Japan. The biggest difference though is the new dual CD I/CD-ROM drive. They are aiming for the machine to do polygon graphics and there is speculation that the Star could be the first 3D game machine that will be able to create truly interactive, virtual reality style games. The CD-i feature allows for movie quality sound and graphics to be played with video game interaction via the cartridges. Another feature with potential gaming, 3D glasses and a keyboard (for uses such as home shopping, banking etc..). As we reported some issues ago, a separate CD-ROM is supposedly still in the works which would attach to your existing Neo, offering much of the Stars features. We will bring you more on this new system as it develops. Elsewhere in Neo-Geo news, upcoming is a supposedly titled 'Survivor', it is now going by the name; Battle of Destiny. Sources say that other titles planned for late '93/early '94 will be postponed as all efforts go to bringing this huge title out as soon as possible.

In just a bit of Sega news. . .

Recent rumors of the Mega-CD being discontinued overseas should be discarded as sources high-up in SOJ say disclose to you as soon as we get the green light. On the software side, Bare Knuckle 3 (Streets of Rage 3) is nearing completion and should be released by March. The new game is 24 meg and features 5 characters and, yes, Yuzo did the music. Also coming are C ra and a new Basketball game from Konami and Ithink I heard someone say the second Castlevania for Sega would be 16 meg. Now, if I just had a time machine.... Aero fans will be happy to know that a new 16 meg sequel is on the drawing board and Beavis and Buti-head fans will get a game in '94 as well I Vlacom (soon to be a household name in the game biz) is readying an ultra cool, interactive adventure starring those two model citizens, Beavis and HUH, HUH, Butt-head. Al swung by and gave us a sneak peak and (although way early) the game looked great. All the hang-outs from the MTV carbon are in there and it's 2 player sull., Of course, it' go directly to Burger World for some of those tasty fries. Following the release of the much anticipated first Sega DSP cart, rumor has it that Virtua Fighters is on the drawing boards for late '94...seems to be a logical cholce, wouldn't yah say? Another great Sega title fresh on Japan's unknown list is Outrunners. Although release is imminent, no date is available at this time. I would let out a wailing "Joy" as only Stimpy could if it was anywhere to be found on a screen somewhere in Vegas this January. For a system going into its fifth year, the Genesis is smokin! A well spent ninety-nine bucks wouldn't yah say? And finally, how about Sonic at the Macy's day parade. It figures, you turn a video game character loose on a busy street and he goes freakin nuts! Sonic later said (after they put his head back on) he thought he saw Robothic behind him so he went to go into a Sonic spin and that's when he met Mr. Lamppost. Sonic blames the fiasco on the people who programmed the street and bad collision detection.

In Nintendo news. . .

All is quiet before the upcoming CES, but if you've read our Europa section you already know about Star Fox 2 and FX Trax, two of the many strong SNES titles slated for release in '94. Also in the works as 28 meg version of Capcom's Slam Masters to be followed by, you got it, Super Street Fighter 2. Super may be 32 meg as well. We have also heard inklings that Argonaut Software may be making the hardware for Project Reality, this could not be confirmed at press time but the makers of Star Fox and other up coming SNES wonders seem like a logical choice:

In other news. . .

Mortal Kombat 2 fans will be happy to know that Probe is on line to the develop the Sega version and Sculptured is back on line for a SNES version. If Sculptured has to take out the blood and violence this time around, MK 2 SNES will be about 2 meg...that's a joke, don't call in. Speaking of the carnage, we printed some useful fatalities around here somewhere.

And, finally, Core (makers of the absolute best Sega CD games and my personal favorite Wonder Dog) is on the move and will be publishing their own softs in '94. Susan Lusty will read up the US office and we welcome her to the frey-you know where to send those games Susan. Make sure to check out Europa for more info. and an interview with Core, along with lots more exclusive information. See you next month after the shoy!



Here are some no shows from the AMOA. Japan's got 'em now, so stay tuned to Quarter Crunchers for US release date information.

















morning TV. Do I see a trend beginning? Will the video game wars turn into ratings wars?..Aero is said to be right behind him. Will Sparkster swing in next? To bad I'm not an early riser.



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Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steat your math... Cuz I'm say!!!

Dear Postmeister,
A few questions about the Atari
Jaguar, are all the 3rd party developers European CO's? Are any
RPG's in development? What is
"Anti-Aliasing" and will the Jag be
able to perform this? Will EA support the system? Please give me
more screen shots on all of the
titles that will be available when the
system is released.

Jessie Padilla Newark, NJ

Dear Jessie. Currently, the Jaquar has 35 licensees-the newest being Microprose, Accolade, Activision, Gremlin, Virgin and Interplay, Most licensees have both a European and US operation (and some Japan as well), so exactly where the development takes place is up to them. But I'm sure that early on most of the titles will be developed in Europe, where most of the best talent resides. So far, no RPG's have been announced but I imagine that many will, especially the dungeon type which would be phenomenal with the Jags capabilities and seem to be very popular in Europe. For more new game announcements and licensee info., check out Other Stuff on page 160, Anti-Aliasing removes the jagged edges on sprites and other objects, leaving a clean, smooth image and, yes, the Jag can do. As for EA, well I think if Atari sells a heap of systems they may raise an eyelid but with their vested interest in the 3DO I don't think they'll ever develop. Well Jessie, I hope I answered all your questions, jump on a Jaguar as soon as you can and be sure to check out Other Stuff, there's a ton of Atari info this month.

Dear Postmeister, I've come to a conclusion, If you want to do something right, do it yourself. So, like many of your readers, I want to make video games for a living. The future of this industry looks very bright, and I want to be sure it heads in the right direction. I need your help Anyone can be a programmer (as we all know), but being a successful game designer is what I strive for. The concepts, the planning, the testing of a video game is what I find the most interesting. To do this. I'm asking the utmost authority on the subject (you), what courses to take in college and what to major in. Are there any special schools that have a special affinity for software design? I want to get a jump on everyone else, so I was hoping you could answer my questions quickly. I feel that GameFan is the only magazine worth writing to. since you guys care the most about the industry as a whole. Keep up the great work!

Dear Miguel, A close friend of mine (I'm crazy but I am connected), David Perry (a great guy and the absolute best 68000 programmer), is going to help me out on this one. Since you sound pretty serious I dropped him a line, so that you and others with the same goal can benefit from his wisdom. Here's what DP says: First of all, I am not aware of any colleges or other continuation schools that give courses in this area, theory is not what you need at this point. Simply go out and get your-self an Amiga A500. You should be able to find one at a very affordable price (much less than that hefty tuition). Now, you'll need an assembler. So track down the Dev Pac from Hi Soft, this is the industry standard. This set up will get you started easily and cheaply as a 68000 programmer. In fact, if you make a good enough game you could actually sell it over in Europe





where the Amiga is still huge. There are also many books available that can help you along. Try to find an Amiga dealer in your area and he'll point you in the right direction. If you can't find one write me back and I'll track one down in the Postal 4x4. Believe it or not, DP went from his first Amiga title, "Overlord", directly to the Genesis version of Terminator, which was way ahead of its time. He has since gone on to program Cool Spot. Global Gladiators and Aladdin. And now he's setting up shop by the beach with his new ensemble, Shiny. A long way in a short time. With all the new formats popping out, there's plenty of room for more dedicated programmers. So, I wish you luck. And there you have it. Hey, that's like being a karate student and getting advice from Bruce Lee! So, use this information wisely and when you make your first game it better be good or you'll be getting some surprise mail! Give GameFan the exclusive and send us lots of free games! That's the drill Miguel....good luck!

Dear Postmeister. First of all, let me congratulate you guys on your first awesome year of GameFan!! Here's hoping for many more years of your incredible mag. Second, I have an important question to ask. I'm twenty years old and I've pretty much spent eleven years surrounded by video games (could ya believe I still like Warlords?). I would like to know what it takes to be an editor or game reviewer like Skid or Sqt. Gamer because basically it's the type of job I'm looking for. Is there any college experience necessary or what? Yes I'm serious-I've owned almost every system available (mind the 3DO and Neo-Geo...out of my budget). Finally, what ever became of Battle Blaze? I swear the Super Famicom version came out almost a year and a half ago and Sammy still isn't on the ball. Thanks for all your help, hope you get some snow tires for your mail truck as a Christmas

present.

Sincerely, The Crimson Skyhawk

Dear Crimson Skyhawk? First thing you gotta do is drop that code name, it's too dramatic. People will think you're weird (like we're all not). Think of something short that people will remember easily. Second, you need to do what Storm and the others do, absolutely love video games. Not like you do now... imagine having to play games every day, good, bad or boring. You've got to beat them quickly (not to brag but we are all rad gamers) and then accurately analyze them. Then, you have to be able to convert those thoughts into text that other gamers can relate to, so that they can base their decisions on your analysis (at least that's how we do it). This is a huge responsibility. You also may get a call from a developer if you write a negative review, so a good personality helps as well. Hey, you gotta tell it like it is. I quess a good imagination, a good grasp of the English language (although we have proof readers now, remember when we didn't) and the ability to stick with something and work into the wee hours of the morning at crunch time are the key ingredients in a good reviewer. If you can do all of that and love it enough to do it 6-7 days a week, then you can give us a call. Or. write an article and send it into DH, our big chief. He actually reads all of his mail, even if he sits there all night. As for Battle Blaze, they took out all of the nasty stuff from the import and it should have come out eons ago. Maybe the fact that it's not that great of a game has something to do with it or maybe they're making it better. I'll ask 'em at the CES ... if they let me in! As for snow tires ... I just tie bad games on to my slicks, they get areat traction!

This is one of two letters from Patrick Brown, an intelligent fifteen year old that every marketing director should schedule an appointment with.

Dear Postmeister. Is it just me, or are people incredibly stupid?!? What is with all of this censorship in video games? I am fifteen years old and a freshman in high school. One of the math classes that I'm taking right now is Pre-Calculus. My GPA for the first quarter was a 4.714. According to my teachers, I'm a "very good kid." I've played Mortal Kombat, seen all blood and even ripped off a few heads. You know what? ... I enjoyed it a little too! I'm not about to go to the grocery store and try to massacre every customer in the place! I am fully capable of comprehend ing the fact that it was just a video game. Why the freak would this video game need to be censored? ... What? To protect the children? Who do you think is playing the game in the arcades?!? Why would anyone want to bring it to a home system if they didn't know that at least a few thousand kids were playing it?!? And if the parents are worried about their kids seeing the blood, then they should actually get involved with their children to see what they were playing! Isn't it the responsibility of the parent to censor what the child sees and not the responsibility of the game company? (I think it's called "parenting" or "being a parent." Could you look it up for me?). I can sort of understand why movies would have to be rated to protect kids; they are a little more realistic than video games. They do have live actors/actresses in the movies. But if I grab a cartridge and plug it into my system, I'm not expecting reality. Even if it is with real actors, like Sherlock Holmes for the Sega CD, I still know it's a video game. I can turn the power off any time I get scared. I am pretty much in complete control of what happens when I play a video game.

I can see a Palestinian getting

his head literally blown off on



more is much easier than on a eld-testioned control pad. year thumb toward-down-toward and bit Button A. This

Shred some besid on Sub Zero's Finishing

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Game played on a Centesis System. © Acidian Entertainment, Inc. 1953.

the news (it actually happened, my brother saw it), but I cen't see fake blood on a video game. Am I missing something here? Not all people are stupid though, I must say that I loved Betty Nguyen's letter in issue 12. I also loved Chatt Matayanant's letter, that was an awesome point. I'd like to see how you feel about some of the points I've made. Thanks for your time.

Letter number two;

Dear Postmeister. I'd like to complain about the amount of crud coming out for the Sega CD. The Bionic Gamer nailed it in his/her letter. I also got the system for the games that I saw coming out in Japan. But they're not going to come out in America because Americans are not familiar with the Japanese cartoon stories? If it is a great game, people will buy it. Dragon Ball Z is a great cartoon, and an excellent game. If there was no cartoon, I would still like the game. But since the cartoon is rarely seen in America, the game is no good? That makes no sense whatsoever! The Sonic the Hedgehog cartoon didn't come out 'til after the video game. He didn't exist 'til the game came out. But. since it was a great game, everyone loves him now. Did I see a Mario cartoon before I played the game? No! Did I thoroughly enjoy the game anyway? YES! You see the point I'm trying to make here? The game is not bad just because we may not have seen the cartoon. Maybe the games will cause more people to get involved with Japanese animation (which I have been a fan of for years) and open them up to a new culture. Who knows? Anyway, I've been complaining long enough. Thanks a huge heap.

Patrick Brown Mirmar, Fl.

Dear Patrick, Great letters! The point you make on censorship is right on the money. It's funny that you can figure it out while politicians, talk show hosts and news agencies stumble around like frogs in a French restaraunt. These under-educated wannabees have obviously done no actual research with publications like ours or kids like you. But then, if they did, they would find out how wrong they are and then have to deal with society's real problems. Presicely why they don't. These people are basically mooches, they get paid for their so called foresight. I would like to see all the kids being pre-judged like you, voice your opinions on this subject. In fact, if you get your letters to me I'll get 'em to either the proper authorities in Washington (if there are any) or to a local TV or radio station. Who knows, maybe Howard Stern will address these bozos. In response to your second letter, I agree 100%. But here's the marketing perspective: the major chains like EB, Babbages. Blockbuster etc. might not preorder that many of a title they are unfamiliar with. They are not gamers and have no idea what's good and bad ... great, more uneducated people in the loop. They look for licenses like. TMŃT, SF2, Jurassic Park, Dracula, Sonic, Mario etc.. That they know will sell even if they suck. That way, they don't actually have to work and that's how nine to fivers are... suits, they get home to catch Roseanne. So, the software companies react. Why take a chance on something new when you can ride the coat tales of a hit movie? That's why games like Gunstar Heroes (our game of the year) get no promotion while average games with big names get splashed all over the media. We do have hope though. Systems like the Atari Jaguar open the doors for programmers in Europe and other countries to be creative and take chances. Many of them are not governed by the powers that be. The only catch is that a huge installed user base is not yet in place. So, the majors will most likely take the safe route with Sega or Nintendo and make an arcade

translation or another sequel. It will take a system like the Jag to take off to wake them up, and that is up to all of us. Japanese animation, such as Dragon Ball Z, being ignored is a crime. It blows away any of our cartoons as do most of Japan's Anime series. There are, of course, those companies like Working Designs that have gamers in the decision making position like Victor Ireland, that will ignore the suits and fight to bring out a game like Lunar. Fight he did, so if you own a Sega CD go buy it. It's RPG of the year, maybe of the decade. As for the Sega CD. well, our hope lies in Europe with companies like Core and Probe, which is precisely why we have started Europa, our new section on the European gaming scene. The US may be all mucked up and watered down but those guys over there are gamers. Most of the really good stuff coming out is being done over there or in Japan. So, there you have it chief-my response to your two great letters. I hope I answered a few of your questions. Always remember, you. the consumer, all of you, dictate what ultimately will happen. So. buy smart (our un-watered down reviews will help). Don't be fooled by a big license or a cool box and I hate to say this but watch out for bad reviews. I've most recently read some very high scores for some very bad games. Be careful! Catch va



next month!

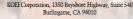
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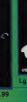




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